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Unique solved — flamestorm

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

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

Filters: none

Count: 1,215

1.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)

[flamestorm's solution](#)

2.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#)

[flamestorm's solution](#)

3.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[flamestorm's solution](#)

4.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#), [number theory](#)

[flamestorm's solution](#)

5.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[flamestorm's solution](#)

6.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#)

[flamestorm's solution](#)

7.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: [binary search](#), [brute force](#), [data structures](#), [games](#), [greedy](#)

[flamestorm's solution](#)

8.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#)

[flamestorm's solution](#)

9.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#),

implementation, math

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10.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[flamestorm's solution](#)

11.

1920A

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Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[flamestorm's solution](#)

12.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[flamestorm's solution](#)

13.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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14.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[flamestorm's solution](#)

15.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[flamestorm's solution](#)

16.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[flamestorm's solution](#)

17.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[flamestorm's solution](#)

18.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

19.

1909A

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Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

20.

1905A

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Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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21.

1903A

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Quality: 79,695 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[flamestorm's solution](#)

22.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,148 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[flamestorm's solution](#)

23.

1896A

[Jagged Swaps](#) · [Tutorial](#)

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[flamestorm's solution](#)

24.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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25.

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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26.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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27.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,160 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

28.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[flamestorm's solution](#)

29.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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30.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
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31.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[flamestorm's solution](#)

32.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[flamestorm's solution](#)

33.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers
[flamestorm's solution](#)

34.

1831A

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

Quality: 46,321 global accepts · Rating: 800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

35.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: strings
[flamestorm's solution](#)

36.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers
[flamestorm's solution](#)

37.

1789A

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

Quality: 33,010 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[flamestorm's solution](#)

38.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[flamestorm's solution](#)

39.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

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[flamestorm's solution](#)

40.

1787A

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Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[flamestorm's solution](#)

41.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

42.

1783A

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Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[flamestorm's solution](#)

43.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[flamestorm's solution](#)

44.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[flamestorm's solution](#)

45.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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46.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[flamestorm's solution](#)

47.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

48.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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49.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[flamestorm's solution](#)

50.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[flamestorm's solution](#)

51.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[flamestorm's solution](#)

52.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games

[flamestorm's solution](#)

53.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[flamestorm's solution](#)

54.

1689A

[Lex String](#) · [Tutorial](#)

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55.

1690C

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

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[flamestorm's solution](#)

56.

1690A

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

Quality: 35,634 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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57.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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58.

1594A

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

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59.

1691A

[Beat The Odds](#) · [Tutorial](#)

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60.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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61.

1686B

[Odd Subarrays](#) · [Tutorial](#)

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62.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

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63.

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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64.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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65.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings
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66.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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67.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math
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68.

1671A

[String Building](#) · [Tutorial](#)

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69.

1661A

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70.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
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71.

1635B

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Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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72.

1635A

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Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
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73.

1634A

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74.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: strings

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75.

1632A

[ABC](#) · [Tutorial](#)

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[flamestorm's solution](#)

76.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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77.

1616A

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Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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78.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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79.

1607A

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Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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80.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[flamestorm's solution](#)

81.

1571A

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Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special

[flamestorm's solution](#)

82.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[flamestorm's solution](#)

83.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[flamestorm's solution](#)

84.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy

[flamestorm's solution](#)

85.

1566A

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Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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86.

1567A

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Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[flamestorm's solution](#)

87.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

88.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[flamestorm's solution](#)

89.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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90.

1560C

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Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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91.

1560B

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92.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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93.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

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94.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

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95.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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96.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[flamestorm's solution](#)

97.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[flamestorm's solution](#)

98.

443A

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

Quality: 112,082 global accepts · Rating: 800 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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99.

1552A

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100.

1553A

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101.

1271A

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102.

1530B

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103.

1530A

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104.

1537A

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105.

1534A

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106.

1535A

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107.

1520B

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108.

1520A

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109.

1515A

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110.

1491A

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111.

1516A

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112.

1513A

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113.

1504A

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114.

1498A

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115.

1492A

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116.

1480A

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117.

1472B

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[flamestorm's solution](#)

118.

1472A

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Quality: 45,525 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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119.

1466B

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120.

1466A

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121.

1465A

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122.

1450A

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123.

1454A

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124.

1451A

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125.

1323A

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[flamestorm's solution](#)

126.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[flamestorm's solution](#)

127.

1447A

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[flamestorm's solution](#)

128.

749A

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Quality: 57,098 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[flamestorm's solution](#)

129.

1443A

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Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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130.

1445A

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131.

1436A

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132.

1421A

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133.

1430B

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[flamestorm's solution](#)

134.

1422A

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Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[flamestorm's solution](#)

135.

1417A

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[flamestorm's solution](#)

136.

1405A

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137.

1397A

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138.

1392B

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139.

1392A

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140.

994A

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141.

1391B

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Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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142.

1391A

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Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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143.

1393A

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Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

144.

1399B

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Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[flamestorm's solution](#)

145.

1399A

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Quality: 80,611 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[flamestorm's solution](#)

146.

1143A

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147.

214A

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Quality: 42,925 global accepts · Rating: 800 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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148.

71A

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149.

231A

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Quality: 430,353 global accepts · Rating: 800 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[flamestorm's solution](#)

150.

1388A

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[flamestorm's solution](#)

151.

1389A

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152.

1382A

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153.

1385B

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154.

1385A

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155.

1372A

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156.

1270A

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157.

1139A

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158.

1180A

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159.

898A

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160.

701A

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161.

1154A

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162.

263A

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163.

1371A

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164.

1097A

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165.

705A

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166.

758A

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167.

1374A

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168.

1369A

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169.

1207A

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170.

1370A

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171.

9A

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172.

794A

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173.

1176A

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174.

1368A

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175.

1367B

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176.

1367A

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177.

486A

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178.

1186A

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179.

432A

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Quality: 69,511 global accepts · Rating: 800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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180.

510A

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Quality: 105,947 global accepts · Rating: 800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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181.

268A

[Games](#) · [Tutorial](#)

Quality: 104,227 global accepts · Rating: 800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[flamestorm's solution](#)

182.

228A

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Quality: 139,835 global accepts · Rating: 800 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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183.

1360B

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Quality: 53,730 global accepts · Rating: 800 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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184.

1358A

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Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

185.

959A

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

Quality: 55,676 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[flamestorm's solution](#)

186.

624A

[Save Luke · Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

187.

1234A

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Quality: 29,555 global accepts · Rating: 800 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

188.

1325A

[EhAb AnD gCd · Tutorial](#)

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[flamestorm's solution](#)

189.

344A

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Quality: 153,364 global accepts · Rating: 800 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

190.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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191.

378A

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Quality: 25,937 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[flamestorm's solution](#)

192.

1005A

[Tanya and Stairways · Tutorial](#)

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[flamestorm's solution](#)

193.

1312A

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[flamestorm's solution](#)

194.

617A

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[flamestorm's solution](#)

195.

734B

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Quality: 31,935 global accepts · Rating: 800 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[flamestorm's solution](#)

196.

472A

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[flamestorm's solution](#)

197.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[flamestorm's solution](#)

198.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[flamestorm's solution](#)

199.

1345A

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Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math

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200.

996A

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Quality: 118,389 global accepts · Rating: 800 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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201.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[flamestorm's solution](#)

202.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,811 global accepts · Rating: 800 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[flamestorm's solution](#)

203.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,796 global accepts · Rating: 800 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[flamestorm's solution](#)

204.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,731 global accepts · Rating: 800 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[flamestorm's solution](#)

205.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,255 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[flamestorm's solution](#)

206.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,788 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

207.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

208.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,030 global accepts · Rating: 800 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[flamestorm's solution](#)

209.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

210.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,572 global accepts · Rating: 800 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

211.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[flamestorm's solution](#)

212.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[flamestorm's solution](#)

213.

59A

[Word](#) · [Tutorial](#)

Quality: 227,985 global accepts · Rating: 800 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

214.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,044 global accepts · Rating: 800 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[flamestorm's solution](#)

215.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[flamestorm's solution](#)

216.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,537 global accepts · Rating: 800 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[flamestorm's solution](#)

217.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

218.

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

219.

1337A

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

Quality: 42,913 global accepts · Rating: 800 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

220.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

221.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

222.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,414 global accepts · Rating: 800 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[flamestorm's solution](#)

223.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,553 global accepts · Rating: 800 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[flamestorm's solution](#)

224.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[flamestorm's solution](#)

225.

785A

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

Quality: 110,972 global accepts · Rating: 800 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[flamestorm's solution](#)

226.

1335A

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

Quality: 104,813 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

227.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

228.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,492 global accepts · Rating: 800 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[flamestorm's solution](#)

229.

266B

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

Quality: 166,107 global accepts · Rating: 800 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[flamestorm's solution](#)

230.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,421 global accepts · Rating: 800 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[flamestorm's solution](#)

231.

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[flamestorm's solution](#)

232.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,373 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

233.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[flamestorm's solution](#)

234.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[flamestorm's solution](#)

235.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[flamestorm's solution](#)

236.

750A

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

Quality: 92,566 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[flamestorm's solution](#)

237.

1328A

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

Quality: 131,929 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

238.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,013 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[flamestorm's solution](#)

239.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[flamestorm's solution](#)

240.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[flamestorm's solution](#)

241.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[flamestorm's solution](#)

242.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[flamestorm's solution](#)

243.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[flamestorm's solution](#)

244.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[flamestorm's solution](#)

245.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[flamestorm's solution](#)

246.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[flamestorm's solution](#)

247.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[flamestorm's solution](#)

248.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[flamestorm's solution](#)

249.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[flamestorm's solution](#)

250.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[flamestorm's solution](#)

251.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[flamestorm's solution](#)

252.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[flamestorm's solution](#)

253.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[flamestorm's solution](#)

254.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[flamestorm's solution](#)

255.

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[flamestorm's solution](#)

256.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[flamestorm's solution](#)

257.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[flamestorm's solution](#)

258.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[flamestorm's solution](#)

259.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
[flamestorm's solution](#)

260.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[flamestorm's solution](#)

261.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[flamestorm's solution](#)

262.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[flamestorm's solution](#)

263.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[flamestorm's solution](#)

264.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[flamestorm's solution](#)

265.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[flamestorm's solution](#)

266.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[flamestorm's solution](#)

267.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,847 global accepts · Rating: 900 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[flamestorm's solution](#)

268.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[flamestorm's solution](#)

269.

373A

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

Quality: 11,466 global accepts · Rating: 900 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

270.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[flamestorm's solution](#)

271.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[flamestorm's solution](#)

272.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, interactive

[flamestorm's solution](#)

273.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[flamestorm's solution](#)

274.

1471A

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

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[flamestorm's solution](#)

275.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[flamestorm's solution](#)

276.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

277.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

278.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[flamestorm's solution](#)

279.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[flamestorm's solution](#)

280.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[flamestorm's solution](#)

281.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[flamestorm's solution](#)

282.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

283.

115A

[Party](#) · [Tutorial](#)

Quality: 43,364 global accepts · Rating: 900 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[flamestorm's solution](#)

284.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[flamestorm's solution](#)

285.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

286.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[flamestorm's solution](#)

287.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[flamestorm's solution](#)

288.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

289.

1374B

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

Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

290.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[flamestorm's solution](#)

291.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[flamestorm's solution](#)

292.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[flamestorm's solution](#)

293.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[flamestorm's solution](#)

294.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[flamestorm's solution](#)

295.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

296.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

297.

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[flamestorm's solution](#)

298.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

299.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[flamestorm's solution](#)

300.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2020-04-30 · PyPy 3 (first AC) · Tags: strings

[flamestorm's solution](#)

301.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[flamestorm's solution](#)

302.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[flamestorm's solution](#)

303.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

304.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

305.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math
[flamestorm's solution](#)

306.

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

307.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[flamestorm's solution](#)

308.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[flamestorm's solution](#)

309.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[flamestorm's solution](#)

310.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation
[flamestorm's solution](#)

311.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[flamestorm's solution](#)

312.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[flamestorm's solution](#)

313.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[flamestorm's solution](#)

314.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[flamestorm's solution](#)

315.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[flamestorm's solution](#)

316.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[flamestorm's solution](#)

317.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[flamestorm's solution](#)

318.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[flamestorm's solution](#)

319.

1690D

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

Quality: 47,056 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[flamestorm's solution](#)

320.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[flamestorm's solution](#)

321.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[flamestorm's solution](#)

322.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[flamestorm's solution](#)

323.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,969 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[flamestorm's solution](#)

324.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

325.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[flamestorm's solution](#)

326.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[flamestorm's solution](#)

327.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[flamestorm's solution](#)

328.

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[flamestorm's solution](#)

329.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[flamestorm's solution](#)

330.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[flamestorm's solution](#)

331.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[flamestorm's solution](#)

332.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

333.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[flamestorm's solution](#)

334.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[flamestorm's solution](#)

335.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[flamestorm's solution](#)

336.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[flamestorm's solution](#)

337.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[flamestorm's solution](#)

338.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[flamestorm's solution](#)

339.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

340.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[flamestorm's solution](#)

341.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[flamestorm's solution](#)

342.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[flamestorm's solution](#)

343.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[flamestorm's solution](#)

344.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,387 global accepts · Rating: 1000 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[flamestorm's solution](#)

345.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

346.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[flamestorm's solution](#)

347.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[flamestorm's solution](#)

348.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,945 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[flamestorm's solution](#)

349.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[flamestorm's solution](#)

350.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[flamestorm's solution](#)

351.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[flamestorm's solution](#)

352.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[flamestorm's solution](#)

353.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[flamestorm's solution](#)

354.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,506 global accepts · Rating: 1000 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[flamestorm's solution](#)

355.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

356.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[flamestorm's solution](#)

357.

577A

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

Quality: 45,288 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[flamestorm's solution](#)

358.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[flamestorm's solution](#)

359.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[flamestorm's solution](#)

360.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[flamestorm's solution](#)

361.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[flamestorm's solution](#)

362.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,470 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[flamestorm's solution](#)

363.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

364.

476A

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

Quality: 51,623 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[flamestorm's solution](#)

365.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[flamestorm's solution](#)

366.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

367.

742A

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

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[flamestorm's solution](#)

368.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: strings
[flamestorm's solution](#)

369.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,990 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

370.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

371.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[flamestorm's solution](#)

372.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,422 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

373.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[flamestorm's solution](#)

374.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[flamestorm's solution](#)

375.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

376.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[flamestorm's solution](#)

377.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[flamestorm's solution](#)

378.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,817 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[flamestorm's solution](#)

379.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[flamestorm's solution](#)

380.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

381.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[flamestorm's solution](#)

382.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[flamestorm's solution](#)

383.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[flamestorm's solution](#)

384.

1917B

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

Quality: 36,366 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[flamestorm's solution](#)

385.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[flamestorm's solution](#)

386.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[flamestorm's solution](#)

387.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

388.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[flamestorm's solution](#)

389.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

390.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[flamestorm's solution](#)

391.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[flamestorm's solution](#)

392.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[flamestorm's solution](#)

393.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[flamestorm's solution](#)

394.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[flamestorm's solution](#)

395.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

396.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[flamestorm's solution](#)

397.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[flamestorm's solution](#)

398.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[flamestorm's solution](#)

399.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[flamestorm's solution](#)

400.

1686C

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

Rating: 1100 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[flamestorm's solution](#)

401.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[flamestorm's solution](#)

402.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[flamestorm's solution](#)

403.

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers
[flamestorm's solution](#)

404.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[flamestorm's solution](#)

405.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[flamestorm's solution](#)

406.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

407.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[flamestorm's solution](#)

408.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[flamestorm's solution](#)

409.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[flamestorm's solution](#)

410.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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411.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
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412.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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413.

792A

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Quality: 9,709 global accepts · Rating: 1100 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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414.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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415.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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416.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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417.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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418.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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419.

1119A

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Quality: 11,503 global accepts · Rating: 1100 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[flamestorm's solution](#)

420.

1492B

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Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[flamestorm's solution](#)

421.

1471B

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Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[flamestorm's solution](#)

422.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[flamestorm's solution](#)

423.

1421B

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Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[flamestorm's solution](#)

424.

1417B

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Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
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425.

527A

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Quality: 15,554 global accepts · Rating: 1100 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[flamestorm's solution](#)

426.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[flamestorm's solution](#)

427.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

428.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,095 global accepts · Rating: 1100 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[flamestorm's solution](#)

429.

1382B

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Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[flamestorm's solution](#)

430.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[flamestorm's solution](#)

431.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,730 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[flamestorm's solution](#)

432.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[flamestorm's solution](#)

433.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

434.

1370B

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Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[flamestorm's solution](#)

435.

1366A

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Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[flamestorm's solution](#)

436.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[flamestorm's solution](#)

437.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[flamestorm's solution](#)

438.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[flamestorm's solution](#)

439.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[flamestorm's solution](#)

440.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[flamestorm's solution](#)

441.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[flamestorm's solution](#)

442.

706B

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

Quality: 84,479 global accepts · Rating: 1100 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[flamestorm's solution](#)

443.

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[flamestorm's solution](#)

444.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[flamestorm's solution](#)

445.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[flamestorm's solution](#)

446.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[flamestorm's solution](#)

447.

1335C

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

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[flamestorm's solution](#)

448.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,621 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[flamestorm's solution](#)

449.

2161C

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Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[flamestorm's solution](#)

450.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[flamestorm's solution](#)

451.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[flamestorm's solution](#)

452.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[flamestorm's solution](#)

453.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[flamestorm's solution](#)

454.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[flamestorm's solution](#)

455.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[flamestorm's solution](#)

456.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[flamestorm's solution](#)

457.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[flamestorm's solution](#)

458.

1848B

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Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[flamestorm's solution](#)

459.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[flamestorm's solution](#)

460.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[flamestorm's solution](#)

461.

1352B

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Quality: 44,830 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

462.

1671C

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Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[flamestorm's solution](#)

463.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[flamestorm's solution](#)

464.

1635C

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Quality: 25,142 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[flamestorm's solution](#)

465.

1594C

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Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[flamestorm's solution](#)

466.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[flamestorm's solution](#)

467.

1559C

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Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[flamestorm's solution](#)

468.

1553C

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Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[flamestorm's solution](#)

469.

1530C

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Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[flamestorm's solution](#)

470.

1023C

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Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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471.

1023A

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472.

1149A

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Quality: 17,895 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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473.

1537C

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Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[flamestorm's solution](#)

474.

1520D

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Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math

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475.

1491B

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Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[flamestorm's solution](#)

476.

1504B

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Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[flamestorm's solution](#)

477.

1485B

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Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

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478.

1472D

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[flamestorm's solution](#)

479.

1454C

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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[flamestorm's solution](#)

480.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[flamestorm's solution](#)

481.

1406B

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Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[flamestorm's solution](#)

482.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[flamestorm's solution](#)

483.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[flamestorm's solution](#)

484.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[flamestorm's solution](#)

485.

285C

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Quality: 26,335 global accepts · Rating: 1200 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[flamestorm's solution](#)

486.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[flamestorm's solution](#)

487.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[flamestorm's solution](#)

488.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[flamestorm's solution](#)

489.

1339B

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Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[flamestorm's solution](#)

490.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[flamestorm's solution](#)

491.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[flamestorm's solution](#)

492.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[flamestorm's solution](#)

493.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[flamestorm's solution](#)

494.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[flamestorm's solution](#)

495.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[flamestorm's solution](#)

496.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[flamestorm's solution](#)

497.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[flamestorm's solution](#)

498.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[flamestorm's solution](#)

499.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[flamestorm's solution](#)

500.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[flamestorm's solution](#)

501.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[flamestorm's solution](#)

502.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

503.

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[flamestorm's solution](#)

504.

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[flamestorm's solution](#)

505.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[flamestorm's solution](#)

506.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

507.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: dfs and similar, sortings

[flamestorm's solution](#)

508.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[flamestorm's solution](#)

509.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[flamestorm's solution](#)

510.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[flamestorm's solution](#)

511.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[flamestorm's solution](#)

512.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[flamestorm's solution](#)

513.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

514.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

515.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[flamestorm's solution](#)

516.

1786B

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Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

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517.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[flamestorm's solution](#)

518.

1693A

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Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[flamestorm's solution](#)

519.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[flamestorm's solution](#)

520.

1667A

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Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[flamestorm's solution](#)

521.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[flamestorm's solution](#)

522.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[flamestorm's solution](#)

523.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[flamestorm's solution](#)

524.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[flamestorm's solution](#)

525.

1607D

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Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[flamestorm's solution](#)

526.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[flamestorm's solution](#)

527.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[flamestorm's solution](#)

528.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

529.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[flamestorm's solution](#)

530.

1561B

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Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[flamestorm's solution](#)

531.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[flamestorm's solution](#)

532.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[flamestorm's solution](#)

533.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[flamestorm's solution](#)

534.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[flamestorm's solution](#)

535.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[flamestorm's solution](#)

536.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

537.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[flamestorm's solution](#)

538.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[flamestorm's solution](#)

539.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[flamestorm's solution](#)

540.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[flamestorm's solution](#)

541.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[flamestorm's solution](#)

542.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[flamestorm's solution](#)

543.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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544.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[flamestorm's solution](#)

545.

450B

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Quality: 28,829 global accepts · Rating: 1300 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[flamestorm's solution](#)

546.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[flamestorm's solution](#)

547.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings
[flamestorm's solution](#)

548.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[flamestorm's solution](#)

549.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings
[flamestorm's solution](#)

550.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[flamestorm's solution](#)

551.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[flamestorm's solution](#)

552.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[flamestorm's solution](#)

553.

876B

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

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[flamestorm's solution](#)

554.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

555.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[flamestorm's solution](#)

556.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[flamestorm's solution](#)

557.

1216D

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Quality: 12,217 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

558.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[flamestorm's solution](#)

559.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[flamestorm's solution](#)

560.

459B

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

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings

[flamestorm's solution](#)

561.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[flamestorm's solution](#)

562.

476B

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

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[flamestorm's solution](#)

563.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[flamestorm's solution](#)

564.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,847 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[flamestorm's solution](#)

565.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,889 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[flamestorm's solution](#)

566.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,892 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[flamestorm's solution](#)

567.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[flamestorm's solution](#)

568.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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569.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

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570.

1951C

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Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[flamestorm's solution](#)

571.

1918C

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Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[flamestorm's solution](#)

572.

1919C

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Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[flamestorm's solution](#)

573.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[flamestorm's solution](#)

574.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[flamestorm's solution](#)

575.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[flamestorm's solution](#)

576.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[flamestorm's solution](#)

577.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[flamestorm's solution](#)

578.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[flamestorm's solution](#)

579.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[flamestorm's solution](#)

580.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[flamestorm's solution](#)

581.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[flamestorm's solution](#)

582.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy
[flamestorm's solution](#)

583.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[flamestorm's solution](#)

584.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[flamestorm's solution](#)

585.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[flamestorm's solution](#)

586.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[flamestorm's solution](#)

587.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[flamestorm's solution](#)

588.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[flamestorm's solution](#)

589.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[flamestorm's solution](#)

590.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[flamestorm's solution](#)

591.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[flamestorm's solution](#)

592.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[flamestorm's solution](#)

593.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[flamestorm's solution](#)

594.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,189 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[flamestorm's solution](#)

595.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[flamestorm's solution](#)

596.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[flamestorm's solution](#)

597.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[flamestorm's solution](#)

598.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[flamestorm's solution](#)

599.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[flamestorm's solution](#)

600.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[flamestorm's solution](#)

601.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[flamestorm's solution](#)

602.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[flamestorm's solution](#)

603.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[flamestorm's solution](#)

604.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

605.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[flamestorm's solution](#)

606.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[flamestorm's solution](#)

607.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[flamestorm's solution](#)

608.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

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609.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[flamestorm's solution](#)

610.

295A

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Quality: 26,017 global accepts · Rating: 1400 · first AC: 2020-11-27 · last AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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611.

1443C

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Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · last AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[flamestorm's solution](#)

612.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[flamestorm's solution](#)

613.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[flamestorm's solution](#)

614.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[flamestorm's solution](#)

615.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games
[flamestorm's solution](#)

616.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[flamestorm's solution](#)

617.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[flamestorm's solution](#)

618.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
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619.

150A

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Quality: 8,595 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[flamestorm's solution](#)

620.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[flamestorm's solution](#)

621.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers
[flamestorm's solution](#)

622.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers
[flamestorm's solution](#)

623.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[flamestorm's solution](#)

624.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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625.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[flamestorm's solution](#)

626.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[flamestorm's solution](#)

627.

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[flamestorm's solution](#)

628.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[flamestorm's solution](#)

629.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[flamestorm's solution](#)

630.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[flamestorm's solution](#)

631.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[flamestorm's solution](#)

632.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[flamestorm's solution](#)

633.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[flamestorm's solution](#)

634.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

635.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[flamestorm's solution](#)

636.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[flamestorm's solution](#)

637.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[flamestorm's solution](#)

638.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

639.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[flamestorm's solution](#)

640.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[flamestorm's solution](#)

641.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[flamestorm's solution](#)

642.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[flamestorm's solution](#)

643.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[flamestorm's solution](#)

644.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[flamestorm's solution](#)

645.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[flamestorm's solution](#)

646.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[flamestorm's solution](#)

647.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[flamestorm's solution](#)

648.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[flamestorm's solution](#)

649.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[flamestorm's solution](#)

650.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[flamestorm's solution](#)

651.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[flamestorm's solution](#)

652.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[flamestorm's solution](#)

653.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[flamestorm's solution](#)

654.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-01-03 · last AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[flamestorm's solution](#)

655.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[flamestorm's solution](#)

656.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[flamestorm's solution](#)

657.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[flamestorm's solution](#)

658.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[flamestorm's solution](#)

659.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[flamestorm's solution](#)

660.

1417C

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

Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[flamestorm's solution](#)

661.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[flamestorm's solution](#)

662.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[flamestorm's solution](#)

663.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[flamestorm's solution](#)

664.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[flamestorm's solution](#)

665.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[flamestorm's solution](#)

666.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[flamestorm's solution](#)

667.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[flamestorm's solution](#)

668.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[flamestorm's solution](#)

669.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[flamestorm's solution](#)

670.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[flamestorm's solution](#)

671.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[flamestorm's solution](#)

672.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[flamestorm's solution](#)

673.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[flamestorm's solution](#)

674.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[flamestorm's solution](#)

675.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

676.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[flamestorm's solution](#)

677.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

678.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[flamestorm's solution](#)

679.

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[flamestorm's solution](#)

680.

1236B

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Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[flamestorm's solution](#)

681.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

682.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

683.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search
[flamestorm's solution](#)

684.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[flamestorm's solution](#)

685.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[flamestorm's solution](#)

686.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[flamestorm's solution](#)

687.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[flamestorm's solution](#)

688.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[flamestorm's solution](#)

689.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[flamestorm's solution](#)

690.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[flamestorm's solution](#)

691.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[flamestorm's solution](#)

692.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[flamestorm's solution](#)

693.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[flamestorm's solution](#)

694.

1917C

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

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[flamestorm's solution](#)

695.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[flamestorm's solution](#)

696.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[flamestorm's solution](#)

697.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[flamestorm's solution](#)

698.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[flamestorm's solution](#)

699.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[flamestorm's solution](#)

700.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[flamestorm's solution](#)

701.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[flamestorm's solution](#)

702.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[flamestorm's solution](#)

703.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[flamestorm's solution](#)

704.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[flamestorm's solution](#)

705.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[flamestorm's solution](#)

706.

1678C

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1671D

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708.

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709.

1632C

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710.

372A

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711.

1615C

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712.

1609D

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713.

597B

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714.

1607E

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715.

1603B

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716.

1184C1

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717.

1486C1

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718.

1566D2

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719.

1567C

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720.

1555D

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721.

1530D

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722.

1537E1

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723.

209A

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724.

1514C

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725.

1511D

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726.

1513C

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727.

1504C

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Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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728.

1505B

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Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

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729.

283A

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730.

1006E

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Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[flamestorm's solution](#)

731.

898E

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732.

510C

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[flamestorm's solution](#)

733.

780C

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[flamestorm's solution](#)

734.

992C

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[flamestorm's solution](#)

735.

337C

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736.

924B

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737.

1469C

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738.

1133F1

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739.

235A

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740.

1303C

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[flamestorm's solution](#)

741.

28B

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Quality: 5,520 global accepts · Rating: 1600 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

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742.

34D

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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743.

500B

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744.

1027C

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745.

371C

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746.

1352G

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747.

1165E

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748.

375A

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749.

523D

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750.

735D

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751.

225B

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752.

323A

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[flamestorm's solution](#)

753.

23B

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Quality: 3,862 global accepts · Rating: 1600 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

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754.

1227D1

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755.

1096C

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756.

932C

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757.

1165D

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758.

715A

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759.

430A

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760.

272D

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761.

424C

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762.

348A

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763.

939D

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764.

1203D1

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765.

1085C

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766.

1349A

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767.

1036B

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768.

1082B

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769.

343B

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770.

1407C

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[flamestorm's solution](#)

771.

46C

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[flamestorm's solution](#)

772.

1163B2

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773.

1003D

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Quality: 8,563 global accepts · Rating: 1600 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[flamestorm's solution](#)

774.

197A

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775.

346A

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Quality: 9,351 global accepts · Rating: 1600 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

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776.

364A

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777.

1397C

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Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[flamestorm's solution](#)

778.

617C

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Quality: 5,237 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

779.

1060C

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Quality: 5,209 global accepts · Rating: 1600 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[flamestorm's solution](#)

780.

681C

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Quality: 9,837 global accepts · Rating: 1600 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[flamestorm's solution](#)

781.

993A

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Quality: 4,461 global accepts · Rating: 1600 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

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782.

1395C

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[flamestorm's solution](#)

783.

678C

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Quality: 11,047 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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784.

1031C

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Quality: 5,608 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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785.

1198A

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Quality: 10,136 global accepts · Rating: 1600 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

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786.

1398C

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Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

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787.

453A

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Quality: 12,443 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

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788.

605A

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Quality: 7,587 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[flamestorm's solution](#)

789.

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[flamestorm's solution](#)

790.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[flamestorm's solution](#)

791.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[flamestorm's solution](#)

792.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[flamestorm's solution](#)

793.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[flamestorm's solution](#)

794.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[flamestorm's solution](#)

795.

595B

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Quality: 3,094 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[flamestorm's solution](#)

796.

848A

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Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

797.

626C

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Quality: 4,616 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[flamestorm's solution](#)

798.

691B

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Quality: 8,210 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

799.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
[flamestorm's solution](#)

800.

888D

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Quality: 10,505 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[flamestorm's solution](#)

801.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math,

number theory

[flamestorm's solution](#)

802.

1082C

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Quality: 6,133 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[flamestorm's solution](#)

803.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[flamestorm's solution](#)

804.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[flamestorm's solution](#)

805.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

806.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[flamestorm's solution](#)

807.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[flamestorm's solution](#)

808.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[flamestorm's solution](#)

809.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[flamestorm's solution](#)

810.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

811.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[flamestorm's solution](#)

812.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[flamestorm's solution](#)

813.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[flamestorm's solution](#)

814.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[flamestorm's solution](#)

815.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,084 global accepts · Rating: 1600 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: games, trees
[flamestorm's solution](#)

816.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[flamestorm's solution](#)

817.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[flamestorm's solution](#)

818.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[flamestorm's solution](#)

819.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[flamestorm's solution](#)

820.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[flamestorm's solution](#)

821.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[flamestorm's solution](#)

822.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[flamestorm's solution](#)

823.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[flamestorm's solution](#)

824.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[flamestorm's solution](#)

825.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[flamestorm's solution](#)

826.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[flamestorm's solution](#)

827.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[flamestorm's solution](#)

828.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[flamestorm's solution](#)

829.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[flamestorm's solution](#)

830.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: trees

[flamestorm's solution](#)

831.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

832.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[flamestorm's solution](#)

833.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[flamestorm's solution](#)

834.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[flamestorm's solution](#)

835.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[flamestorm's solution](#)

836.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[flamestorm's solution](#)

837.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[flamestorm's solution](#)

838.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

839.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[flamestorm's solution](#)

840.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[flamestorm's solution](#)

841.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[flamestorm's solution](#)

842.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[flamestorm's solution](#)

843.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[flamestorm's solution](#)

844.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[flamestorm's solution](#)

845.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[flamestorm's solution](#)

846.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[flamestorm's solution](#)

847.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[flamestorm's solution](#)

848.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[flamestorm's solution](#)

849.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[flamestorm's solution](#)

850.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[flamestorm's solution](#)

851.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[flamestorm's solution](#)

852.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[flamestorm's solution](#)

853.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[flamestorm's solution](#)

854.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[flamestorm's solution](#)

855.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[flamestorm's solution](#)

856.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[flamestorm's solution](#)

857.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[flamestorm's solution](#)

858.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[flamestorm's solution](#)

859.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[flamestorm's solution](#)

860.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[flamestorm's solution](#)

861.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[flamestorm's solution](#)

862.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[flamestorm's solution](#)

863.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[flamestorm's solution](#)

864.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[flamestorm's solution](#)

865.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[flamestorm's solution](#)

866.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[flamestorm's solution](#)

867.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[flamestorm's solution](#)

868.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[flamestorm's solution](#)

869.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[flamestorm's solution](#)

870.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[flamestorm's solution](#)

871.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[flamestorm's solution](#)

872.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[flamestorm's solution](#)

873.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[flamestorm's solution](#)

874.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[flamestorm's solution](#)

875.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[flamestorm's solution](#)

876.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[flamestorm's solution](#)

877.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[flamestorm's solution](#)

878.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[flamestorm's solution](#)

879.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[flamestorm's solution](#)

880.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[flamestorm's solution](#)

881.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[flamestorm's solution](#)

882.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[flamestorm's solution](#)

883.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[flamestorm's solution](#)

884.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[flamestorm's solution](#)

885.

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2021-04-27 · last AC: 2021-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[flamestorm's solution](#)

886.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[flamestorm's solution](#)

887.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[flamestorm's solution](#)

888.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[flamestorm's solution](#)

889.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[flamestorm's solution](#)

890.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[flamestorm's solution](#)

891.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, ternary search

[flamestorm's solution](#)

892.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[flamestorm's solution](#)

893.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[flamestorm's solution](#)

894.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[flamestorm's solution](#)

895.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[flamestorm's solution](#)

896.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation
[flamestorm's solution](#)

897.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[flamestorm's solution](#)

898.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[flamestorm's solution](#)

899.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[flamestorm's solution](#)

900.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[flamestorm's solution](#)

901.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[flamestorm's solution](#)

902.

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[flamestorm's solution](#)

903.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
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904.

789B

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Quality: 4,927 global accepts · Rating: 1700 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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905.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math,

number theory

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906.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[flamestorm's solution](#)

907.

1009C

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Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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908.

1118C

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[flamestorm's solution](#)

909.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[flamestorm's solution](#)

910.

1268A

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Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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911.

22C

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Quality: 3,809 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs

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912.

288C

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Quality: 2,457 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

913.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[flamestorm's solution](#)

914.

1301C

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Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[flamestorm's solution](#)

915.

1333C

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Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[flamestorm's solution](#)

916.

758C

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Quality: 4,053 global accepts · Rating: 1700 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[flamestorm's solution](#)

917.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[flamestorm's solution](#)

918.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[flamestorm's solution](#)

919.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[flamestorm's solution](#)

920.

1009D

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Quality: 6,658 global accepts · Rating: 1700 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[flamestorm's solution](#)

921.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[flamestorm's solution](#)

922.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[flamestorm's solution](#)

923.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[flamestorm's solution](#)

924.

621C

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Quality: 6,242 global accepts · Rating: 1700 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[flamestorm's solution](#)

925.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[flamestorm's solution](#)

926.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[flamestorm's solution](#)

927.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[flamestorm's solution](#)

928.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[flamestorm's solution](#)

929.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[flamestorm's solution](#)

930.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[flamestorm's solution](#)

931.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[flamestorm's solution](#)

932.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[flamestorm's solution](#)

933.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[flamestorm's solution](#)

934.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[flamestorm's solution](#)

935.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[flamestorm's solution](#)

936.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[flamestorm's solution](#)

937.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[flamestorm's solution](#)

938.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[flamestorm's solution](#)

939.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[flamestorm's solution](#)

940.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[flamestorm's solution](#)

941.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[flamestorm's solution](#)

942.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[flamestorm's solution](#)

943.

896A

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

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[flamestorm's solution](#)

944.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[flamestorm's solution](#)

945.

1194D

[1-2-K Game](#) · [Tutorial](#)

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[flamestorm's solution](#)

946.

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[flamestorm's solution](#)

947.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation, math
[flamestorm's solution](#)

948.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[flamestorm's solution](#)

949.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[flamestorm's solution](#)

950.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

951.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[flamestorm's solution](#)

952.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[flamestorm's solution](#)

953.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[flamestorm's solution](#)

954.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force
[flamestorm's solution](#)

955.

1382C2

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

Rating: 1700 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings
[flamestorm's solution](#)

956.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[flamestorm's solution](#)

957.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[flamestorm's solution](#)

958.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[flamestorm's solution](#)

959.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

960.

1141E

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Quality: 7,107 global accepts · Rating: 1700 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

961.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[flamestorm's solution](#)

962.

493D

[Vasya and Chess](#) · [Tutorial](#)

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[flamestorm's solution](#)

963.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[flamestorm's solution](#)

964.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

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965.

1144F

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Quality: 14,120 global accepts · Rating: 1700 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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966.

1111B

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Quality: 6,516 global accepts · Rating: 1700 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[flamestorm's solution](#)

967.

1027D

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Quality: 8,368 global accepts · Rating: 1700 · first AC: 2020-07-10 · last AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[flamestorm's solution](#)

968.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[flamestorm's solution](#)

969.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[flamestorm's solution](#)

970.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[flamestorm's solution](#)

971.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[flamestorm's solution](#)

972.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[flamestorm's solution](#)

973.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[flamestorm's solution](#)

974.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[flamestorm's solution](#)

975.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[flamestorm's solution](#)

976.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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977.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[flamestorm's solution](#)

978.

1326D2

[Prefix-Suffix Palindrome \(Hard version\) · Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[flamestorm's solution](#)

979.

1250B

[The Feast and the Bus · Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[flamestorm's solution](#)

980.

1583D

[Omkar and the Meaning of Life · Tutorial](#)

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[flamestorm's solution](#)

981.

1133E

[K Balanced Teams · Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[flamestorm's solution](#)

982.

1620C

[BA-String · Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[flamestorm's solution](#)

983.

1063B

[Labyrinth · Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

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984.

1635D

[Infinite Set · Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[flamestorm's solution](#)

985.

1575D

[Divisible by Twenty-Five · Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[flamestorm's solution](#)

986.

1334D

[Minimum Euler Cycle · Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[flamestorm's solution](#)

987.

1016D

[Vasya And The Matrix · Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[flamestorm's solution](#)

988.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[flamestorm's solution](#)

989.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[flamestorm's solution](#)

990.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[flamestorm's solution](#)

991.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,046 global accepts · Rating: 1800 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[flamestorm's solution](#)

992.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[flamestorm's solution](#)

993.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[flamestorm's solution](#)

994.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings
[flamestorm's solution](#)

995.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers
[flamestorm's solution](#)

996.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[flamestorm's solution](#)

997.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[flamestorm's solution](#)

998.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[flamestorm's solution](#)

999.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[flamestorm's solution](#)

1000.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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1001.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

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1002.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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1003.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[flamestorm's solution](#)

1004.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[flamestorm's solution](#)

1005.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[flamestorm's solution](#)

1006.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[flamestorm's solution](#)

1007.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

1008.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-02-19 · last AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[flamestorm's solution](#)

1009.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[flamestorm's solution](#)

1010.

478C

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Quality: 20,596 global accepts · Rating: 1800 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1011.

1172A

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Quality: 5,177 global accepts · Rating: 1800 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[flamestorm's solution](#)

1012.

1466E

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

[flamestorm's solution](#)

1013.

772B

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Quality: 3,489 global accepts · Rating: 1800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[flamestorm's solution](#)

1014.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[flamestorm's solution](#)

1015.

1443D

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

Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[flamestorm's solution](#)

1016.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[flamestorm's solution](#)

1017.

452B

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Quality: 2,118 global accepts · Rating: 1800 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[flamestorm's solution](#)

1018.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[flamestorm's solution](#)

1019.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[flamestorm's solution](#)

1020.

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[flamestorm's solution](#)

1021.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[flamestorm's solution](#)

1022.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[flamestorm's solution](#)

1023.

1152C

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Quality: 7,084 global accepts · Rating: 1800 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[flamestorm's solution](#)

1024.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[flamestorm's solution](#)

1025.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[flamestorm's solution](#)

1026.

442B

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Quality: 6,113 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[flamestorm's solution](#)

1027.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[flamestorm's solution](#)

1028.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[flamestorm's solution](#)

1029.

77B

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[flamestorm's solution](#)

1030.

952D

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Quality: 2,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities
[flamestorm's solution](#)

1031.

1010C

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Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[flamestorm's solution](#)

1032.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[flamestorm's solution](#)

1033.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

1034.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[flamestorm's solution](#)

1035.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[flamestorm's solution](#)

1036.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search
[flamestorm's solution](#)

1037.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1800 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[flamestorm's solution](#)

1038.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[flamestorm's solution](#)

1039.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[flamestorm's solution](#)

1040.

983B

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Quality: 6,309 global accepts · Rating: 1800 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[flamestorm's solution](#)

1041.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[flamestorm's solution](#)

1042.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[flamestorm's solution](#)

1043.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

1044.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[flamestorm's solution](#)

1045.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[flamestorm's solution](#)

1046.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[flamestorm's solution](#)

1047.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[flamestorm's solution](#)

1048.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[flamestorm's solution](#)

1049.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[flamestorm's solution](#)

1050.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[flamestorm's solution](#)

1051.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[flamestorm's solution](#)

1052.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: games

[flamestorm's solution](#)

1053.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[flamestorm's solution](#)

1054.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[flamestorm's solution](#)

1055.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[flamestorm's solution](#)

1056.

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[flamestorm's solution](#)

1057.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[flamestorm's solution](#)

1058.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[flamestorm's solution](#)

1059.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy, implementation

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1060.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

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1061.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math

[flamestorm's solution](#)

1062.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[flamestorm's solution](#)

1063.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[flamestorm's solution](#)

1064.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[flamestorm's solution](#)

1065.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[flamestorm's solution](#)

1066.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[flamestorm's solution](#)

1067.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[flamestorm's solution](#)

1068.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[flamestorm's solution](#)

1069.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[flamestorm's solution](#)

1070.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

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1071.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[flamestorm's solution](#)

1072.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[flamestorm's solution](#)

1073.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[flamestorm's solution](#)

1074.

476D

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

Quality: 5,034 global accepts · Rating: 1900 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[flamestorm's solution](#)

1075.

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[flamestorm's solution](#)

1076.

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[flamestorm's solution](#)

1077.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[flamestorm's solution](#)

1078.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[flamestorm's solution](#)

1079.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, greedy, shortest paths, sortings

[flamestorm's solution](#)

1080.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[flamestorm's solution](#)

1081.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[flamestorm's solution](#)

1082.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[flamestorm's solution](#)

1083.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[flamestorm's solution](#)

1084.

1471D

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

Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[flamestorm's solution](#)

1085.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[flamestorm's solution](#)

1086.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[flamestorm's solution](#)

1087.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[flamestorm's solution](#)

1088.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[flamestorm's solution](#)

1089.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[flamestorm's solution](#)

1090.

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[flamestorm's solution](#)

1091.

241G

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

Quality: 564 global accepts · Rating: 1900 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

1092.

195D

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

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, sortings
[flamestorm's solution](#)

1093.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[flamestorm's solution](#)

1094.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings
[flamestorm's solution](#)

1095.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp
[flamestorm's solution](#)

1096.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings
[flamestorm's solution](#)

1097.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees
[flamestorm's solution](#)

1098.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[flamestorm's solution](#)

1099.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[flamestorm's solution](#)

1100.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[flamestorm's solution](#)

1101.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[flamestorm's solution](#)

1102.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[flamestorm's solution](#)

1103.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[flamestorm's solution](#)

1104.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[flamestorm's solution](#)

1105.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[flamestorm's solution](#)

1106.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[flamestorm's solution](#)

1107.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[flamestorm's solution](#)

1108.

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[flamestorm's solution](#)

1109.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[flamestorm's solution](#)

1110.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[flamestorm's solution](#)

1111.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[flamestorm's solution](#)

1112.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[flamestorm's solution](#)

1113.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[flamestorm's solution](#)

1114.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[flamestorm's solution](#)

1115.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[flamestorm's solution](#)

1116.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[flamestorm's solution](#)

1117.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

1118.

1672F1

[Array Shuffling](#) · [Tutorial](#)

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

[flamestorm's solution](#)

1119.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[flamestorm's solution](#)

1120.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[flamestorm's solution](#)

1121.

1588B

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

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

[flamestorm's solution](#)

1122.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[flamestorm's solution](#)

1123.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[flamestorm's solution](#)

1124.

1561E

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

Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[flamestorm's solution](#)

1125.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[flamestorm's solution](#)

1126.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: games

[flamestorm's solution](#)

1127.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[flamestorm's solution](#)

1128.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

1129.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[flamestorm's solution](#)

1130.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[flamestorm's solution](#)

1131.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[flamestorm's solution](#)

1132.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[flamestorm's solution](#)

1133.

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[flamestorm's solution](#)

1134.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[flamestorm's solution](#)

1135.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[flamestorm's solution](#)

1136.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[flamestorm's solution](#)

1137.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[flamestorm's solution](#)

1138.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[flamestorm's solution](#)

1139.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[flamestorm's solution](#)

1140.

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: games

[flamestorm's solution](#)

1141.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: games

[flamestorm's solution](#)

1142.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[flamestorm's solution](#)

1143.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[flamestorm's solution](#)

1144.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[flamestorm's solution](#)

1145.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[flamestorm's solution](#)

1146.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[flamestorm's solution](#)

1147.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[flamestorm's solution](#)

1148.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[flamestorm's solution](#)

1149.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[flamestorm's solution](#)

1150.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[flamestorm's solution](#)

1151.

1869D2

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

Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[flamestorm's solution](#)

1152.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[flamestorm's solution](#)

1153.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[flamestorm's solution](#)

1154.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[flamestorm's solution](#)

1155.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[flamestorm's solution](#)

1156.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[flamestorm's solution](#)

1157.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[flamestorm's solution](#)

1158.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[flamestorm's solution](#)

1159.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

1160.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[flamestorm's solution](#)

1161.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[flamestorm's solution](#)

1162.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[flamestorm's solution](#)

1163.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[flamestorm's solution](#)

1164.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[flamestorm's solution](#)

1165.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[flamestorm's solution](#)

1166.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[flamestorm's solution](#)

1167.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[flamestorm's solution](#)

1168.

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2021-09-23 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, sortings

[flamestorm's solution](#)

1169.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[flamestorm's solution](#)

1170.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[flamestorm's solution](#)

1171.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[flamestorm's solution](#)

1172.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[flamestorm's solution](#)

1173.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[flamestorm's solution](#)

1174.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[flamestorm's solution](#)

1175.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[flamestorm's solution](#)

1176.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[flamestorm's solution](#)

1177.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[flamestorm's solution](#)

1178.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[flamestorm's solution](#)

1179.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[flamestorm's solution](#)

1180.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[flamestorm's solution](#)

1181.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[flamestorm's solution](#)

1182.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[flamestorm's solution](#)

1183.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

1184.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

1185.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[flamestorm's solution](#)

1186.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[flamestorm's solution](#)

1187.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[flamestorm's solution](#)

1188.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[flamestorm's solution](#)

1189.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[flamestorm's solution](#)

1190.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities
[flamestorm's solution](#)

1191.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[flamestorm's solution](#)

1192.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory
[flamestorm's solution](#)

1193.

1916H1

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1194.

1627F

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1195.

1567F

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1196.

1698F

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1197.

1705F

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1198.

1698G

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1199.

1392H

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1200.

2096G

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1201.

1264F

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1202.

2168A2

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1203.

2087A

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

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1204.

1663D

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Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math

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1205.

1663C

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Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

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1206.

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees

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1207.

1663B

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Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math

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1208.

1570A

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

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1209.

100135F

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Rating: — · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1210.

100135E

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Rating: — · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —
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1211.

100135D

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1212.

100135C

[C](#) · [Tutorial](#)

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1213.

100135B

[B](#) · [Tutorial](#)

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1214.

100135A

[A](#) · [Tutorial](#)

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1215.

1331A

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