

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

<https://cfelitetracker.vercel.app>

Unique solved — frodakcin

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

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

Filters: none

Count: 974

1.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[frodakcin's solution](#)

2.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers
[frodakcin's solution](#)

3.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[frodakcin's solution](#)

4.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[frodakcin's solution](#)

5.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[frodakcin's solution](#)

6.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[frodakcin's solution](#)

7.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[frodakcin's solution](#)

8.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[frodakcin's solution](#)

9.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[frodakcin's solution](#)

10.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[frodakcin's solution](#)

11.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[frodakcin's solution](#)

12.

1864A

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

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

13.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[frodakcin's solution](#)

14.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[frodakcin's solution](#)

15.

1748A

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

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[frodakcin's solution](#)

16.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[frodakcin's solution](#)

17.

112A

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

Quality: 287,244 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[frodakcin's solution](#)

18.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: implementation, math
[frodakcin's solution](#)

19.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math
[frodakcin's solution](#)

20.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[frodakcin's solution](#)

21.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: implementation
[frodakcin's solution](#)

22.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, math
[frodakcin's solution](#)

23.

1097A

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

Quality: 43,806 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[frodakcin's solution](#)

24.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation
[frodakcin's solution](#)

25.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math
[frodakcin's solution](#)

26.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,161 global accepts · Rating: 800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[frodakcin's solution](#)

27.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation
[frodakcin's solution](#)

28.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation
[frodakcin's solution](#)

29.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation
[frodakcin's solution](#)

30.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: math
[frodakcin's solution](#)

31.

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[frodakcin's solution](#)

32.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[frodakcin's solution](#)

33.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[frodakcin's solution](#)

34.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math
[frodakcin's solution](#)

35.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: graphs
[frodakcin's solution](#)

36.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings
[frodakcin's solution](#)

37.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[frodakcin's solution](#)

38.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[frodakcin's solution](#)

39.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[frodakcin's solution](#)

40.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[frodakcin's solution](#)

41.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[frodakcin's solution](#)

42.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[frodakcin's solution](#)

43.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-11 · last AC: 2020-07-27 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[frodakcin's solution](#)

44.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[frodakcin's solution](#)

45.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[frodakcin's solution](#)

46.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation

[frodakcin's solution](#)

47.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math

[frodakcin's solution](#)

48.

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: math

[frodakcin's solution](#)

49.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[frodakcin's solution](#)

50.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[frodakcin's solution](#)

51.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[frodakcin's solution](#)

52.

1864B

[Swap and Reverse](#) · [Tutorial](#)

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

[frodakcin's solution](#)

53.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[frodakcin's solution](#)

54.

1821B

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

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[frodakcin's solution](#)

55.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[frodakcin's solution](#)

56.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[frodakcin's solution](#)

57.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: implementation, math

[frodakcin's solution](#)

58.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[frodakcin's solution](#)

59.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[frodakcin's solution](#)

60.

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

[frodakcin's solution](#)

61.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[frodakcin's solution](#)

62.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[frodakcin's solution](#)

63.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[frodakcin's solution](#)

64.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[frodakcin's solution](#)

65.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[frodakcin's solution](#)

66.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[frodakcin's solution](#)

67.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[frodakcin's solution](#)

68.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[frodakcin's solution](#)

69.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[frodakcin's solution](#)

70.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, strings

[frodakcin's solution](#)

71.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[frodakcin's solution](#)

72.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: math

[frodakcin's solution](#)

73.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[frodakcin's solution](#)

74.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy

[frodakcin's solution](#)

75.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[frodakcin's solution](#)

76.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy

[frodakcin's solution](#)

77.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[frodakcin's solution](#)

78.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[frodakcin's solution](#)

79.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[frodakcin's solution](#)

80.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[frodakcin's solution](#)

81.

1864C

[Divisor Chain](#) · [Tutorial](#)

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

[frodakcin's solution](#)

82.

1821C

[Tear It Apart](#) · [Tutorial](#)

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

[frodakcin's solution](#)

83.

1819A

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

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

[frodakcin's solution](#)

84.

1815A

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

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

[frodakcin's solution](#)

85.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: math

[frodakcin's solution](#)

86.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[frodakcin's solution](#)

87.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[frodakcin's solution](#)

88.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[frodakcin's solution](#)

89.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math

[frodakcin's solution](#)

90.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: dsu, implementation

[frodakcin's solution](#)

91.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[frodakcin's solution](#)

92.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[frodakcin's solution](#)

93.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[frodakcin's solution](#)

94.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: greedy

[frodakcin's solution](#)

95.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[frodakcin's solution](#)

96.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[frodakcin's solution](#)

97.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[frodakcin's solution](#)

98.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[frodakcin's solution](#)

99.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[frodakcin's solution](#)

100.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[frodakcin's solution](#)

101.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[frodakcin's solution](#)

102.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[frodakcin's solution](#)

103.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[frodakcin's solution](#)

104.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[frodakcin's solution](#)

105.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[frodakcin's solution](#)

106.

1854A1

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

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

107.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[frodakcin's solution](#)

108.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[frodakcin's solution](#)

109.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[frodakcin's solution](#)

110.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation
[frodakcin's solution](#)

111.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: brute force, implementation
[frodakcin's solution](#)

112.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[frodakcin's solution](#)

113.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: *special, dp
[frodakcin's solution](#)

114.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[frodakcin's solution](#)

115.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation
[frodakcin's solution](#)

116.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[frodakcin's solution](#)

117.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[frodakcin's solution](#)

118.

1876B

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

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

[frodakcin's solution](#)

119.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[frodakcin's solution](#)

120.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[frodakcin's solution](#)

121.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[frodakcin's solution](#)

122.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[frodakcin's solution](#)

123.

1404A

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

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

[frodakcin's solution](#)

124.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, implementation

[frodakcin's solution](#)

125.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[frodakcin's solution](#)

126.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[frodakcin's solution](#)

127.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[frodakcin's solution](#)

128.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[frodakcin's solution](#)

129.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[frodakcin's solution](#)

130.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[frodakcin's solution](#)

131.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: implementation, math

[frodakcin's solution](#)

132.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: binary search, math

[frodakcin's solution](#)

133.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

134.

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[frodakcin's solution](#)

135.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[frodakcin's solution](#)

136.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, two pointers
[frodakcin's solution](#)

137.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: implementation
[frodakcin's solution](#)

138.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: brute force
[frodakcin's solution](#)

139.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[frodakcin's solution](#)

140.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, number theory, sortings
[frodakcin's solution](#)

141.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[frodakcin's solution](#)

142.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory
[frodakcin's solution](#)

143.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[frodakcin's solution](#)

144.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, implementation
[frodakcin's solution](#)

145.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[frodakcin's solution](#)

146.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[frodakcin's solution](#)

147.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math, number theory

[frodakcin's solution](#)

148.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: binary search, sortings

[frodakcin's solution](#)

149.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: greedy

[frodakcin's solution](#)

150.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[frodakcin's solution](#)

151.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[frodakcin's solution](#)

152.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-09-01 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[frodakcin's solution](#)

153.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: brute force, greedy, number theory

[frodakcin's solution](#)

154.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[frodakcin's solution](#)

155.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[frodakcin's solution](#)

156.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[frodakcin's solution](#)

157.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[frodacjin's solution](#)

158.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[frodacjin's solution](#)

159.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[frodacjin's solution](#)

160.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[frodacjin's solution](#)

161.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[frodacjin's solution](#)

162.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[frodacjin's solution](#)

163.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[frodacjin's solution](#)

164.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[frodacjin's solution](#)

165.

1864D

[Matrix Cascade](#) · [Tutorial](#)

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

[frodacjin's solution](#)

166.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[frodacjin's solution](#)

167.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[frodakcin's solution](#)

168.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[frodakcin's solution](#)

169.

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[frodakcin's solution](#)

170.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: greedy, strings

[frodakcin's solution](#)

171.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[frodakcin's solution](#)

172.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[frodakcin's solution](#)

173.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: dp, greedy

[frodakcin's solution](#)

174.

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: sortings

[frodakcin's solution](#)

175.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[frodakcin's solution](#)

176.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[frodakcin's solution](#)

177.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[frodakcin's solution](#)

178.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[frodakcin's solution](#)

179.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: implementation, math

[frodakcin's solution](#)

180.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[frodakcin's solution](#)

181.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[frodakcin's solution](#)

182.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[frodakcin's solution](#)

183.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[frodakcin's solution](#)

184.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: sortings, two pointers

[frodakcin's solution](#)

185.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[frodakcin's solution](#)

186.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[frodakcin's solution](#)

187.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[frodakcin's solution](#)

188.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[frodakcin's solution](#)

189.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[frodakcin's solution](#)

190.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[frodakcin's solution](#)

191.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: brute force, greedy
[frodakcin's solution](#)

192.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[frodakcin's solution](#)

193.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[frodakcin's solution](#)

194.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[frodakcin's solution](#)

195.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[frodakcin's solution](#)

196.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[frodakcin's solution](#)

197.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[frodakcin's solution](#)

198.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[frodakcin's solution](#)

199.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[frodakcin's solution](#)

200.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[frodakcin's solution](#)

201.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[frodakcin's solution](#)

202.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[frodakcin's solution](#)

203.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[frodakcin's solution](#)

204.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[frodakcin's solution](#)

205.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[frodakcin's solution](#)

206.

1420D

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Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

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207.

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

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208.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

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209.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[frodakcin's solution](#)

210.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory

[frodakcin's solution](#)

211.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[frodakcin's solution](#)

212.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: binary search, two pointers

[frodakcin's solution](#)

213.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: greedy, implementation

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214.

1338B

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

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215.

1326D2

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

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[frodakcin's solution](#)

216.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[frodakcin's solution](#)

217.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[frodakcin's solution](#)

218.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[frodakcin's solution](#)

219.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings
[frodakcin's solution](#)

220.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, trees
[frodakcin's solution](#)

221.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: games, greedy, sortings
[frodakcin's solution](#)

222.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: greedy, sortings
[frodakcin's solution](#)

223.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math
[frodakcin's solution](#)

224.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[frodakcin's solution](#)

225.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[frodakcin's solution](#)

226.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[frodakcin's solution](#)

227.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: number theory
[frodakcin's solution](#)

228.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: geometry, number theory
[frodakcin's solution](#)

229.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: binary search, interactive
[frodakcin's solution](#)

230.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: number theory

[frodakcin's solution](#)

231.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: greedy

[frodakcin's solution](#)

232.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[frodakcin's solution](#)

233.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[frodakcin's solution](#)

234.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

235.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[frodakcin's solution](#)

236.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[frodakcin's solution](#)

237.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[frodakcin's solution](#)

238.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[frodakcin's solution](#)

239.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[frodakcin's solution](#)

240.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[frodakcin's solution](#)

241.

1854A2

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

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

242.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[frodakcin's solution](#)

243.

1821D

[Black Cells](#) · [Tutorial](#)

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

244.

1819B

[The Butcher](#) · [Tutorial](#)

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

245.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[frodakcin's solution](#)

246.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[frodakcin's solution](#)

247.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[frodakcin's solution](#)

248.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees
[frodakcin's solution](#)

249.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: brute force, geometry
[frodakcin's solution](#)

250.

38D

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

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: implementation
[frodakcin's solution](#)

251.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[frodakcin's solution](#)

252.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[frodakcin's solution](#)

253.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[frodakcin's solution](#)

254.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[frodakcin's solution](#)

255.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: dp, games

[frodakcin's solution](#)

256.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[frodakcin's solution](#)

257.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[frodakcin's solution](#)

258.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: dfs and similar

[frodakcin's solution](#)

259.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math

[frodakcin's solution](#)

260.

1361B

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

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[frodakcin's solution](#)

261.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[frodakcin's solution](#)

262.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[frodakcin's solution](#)

263.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[frodakcin's solution](#)

264.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[frodakcin's solution](#)

265.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[frodakcin's solution](#)

266.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[frodakcin's solution](#)

267.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: implementation

[frodakcin's solution](#)

268.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[frodakcin's solution](#)

269.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[frodakcin's solution](#)

270.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: geometry, implementation, math, shortest paths

[frodakcin's solution](#)

271.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · last AC: 2018-11-13 · GNU C++11 (first AC) · Tags: data structures, trees

[frodakcin's solution](#)

272.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu
[frodakcin's solution](#)

273.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: math, number theory
[frodakcin's solution](#)

274.

965D

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

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers
[frodakcin's solution](#)

275.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[frodakcin's solution](#)

276.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: greedy, implementation
[frodakcin's solution](#)

277.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing
[frodakcin's solution](#)

278.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[frodakcin's solution](#)

279.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: greedy, math
[frodakcin's solution](#)

280.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[frodakcin's solution](#)

281.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[frodakcin's solution](#)

282.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[frodakcin's solution](#)

283.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, matrices

[frodakcin's solution](#)

284.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

285.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[frodakcin's solution](#)

286.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[frodakcin's solution](#)

287.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[frodakcin's solution](#)

288.

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

[frodakcin's solution](#)

289.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[frodakcin's solution](#)

290.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[frodakcin's solution](#)

291.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[frodakcin's solution](#)

292.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[frodakcin's solution](#)

293.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[frodakcin's solution](#)

294.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[frodakcin's solution](#)

295.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[frodakcin's solution](#)

296.

1815B

[Sum Graph](#) · [Tutorial](#)

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

[frodakcin's solution](#)

297.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[frodakcin's solution](#)

298.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[frodakcin's solution](#)

299.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

300.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: brute force

[frodakcin's solution](#)

301.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[frodakcin's solution](#)

302.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: flows, graphs

[frodakcin's solution](#)

303.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[frodakcin's solution](#)

304.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[frodakcin's solution](#)

305.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[frodakcin's solution](#)

306.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: data structures, dp
[frodakcin's solution](#)

307.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees
[frodakcin's solution](#)

308.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
[frodakcin's solution](#)

309.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[frodakcin's solution](#)

310.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: greedy, strings
[frodakcin's solution](#)

311.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive
[frodakcin's solution](#)

312.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[frodakcin's solution](#)

313.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[frodakcin's solution](#)

314.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: math, strings

[frodakcin's solution](#)

315.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[frodakcin's solution](#)

316.

1057C

[Tanya and Colored Candies](#) · [Tutorial](#)

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: *special, dp

[frodakcin's solution](#)

317.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[frodakcin's solution](#)

318.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[frodakcin's solution](#)

319.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: brute force, dp

[frodakcin's solution](#)

320.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: binary search, interactive

[frodakcin's solution](#)

321.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[frodakcin's solution](#)

322.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[frodakcin's solution](#)

323.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

324.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[frodakcin's solution](#)

325.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[frodakcin's solution](#)

326.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[frodakcin's solution](#)

327.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[frodakcin's solution](#)

328.

1864E

[Guess Game](#) · [Tutorial](#)

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

[frodakcin's solution](#)

329.

1821E

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

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

[frodakcin's solution](#)

330.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[frodakcin's solution](#)

331.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[frodakcin's solution](#)

332.

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: *special, dp, greedy, trees

[frodakcin's solution](#)

333.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[frodakcin's solution](#)

334.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[frodakcin's solution](#)

335.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[frodakcin's solution](#)

336.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · last AC: 2020-08-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[frodakcin's solution](#)

337.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[frodakcin's solution](#)

338.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[frodakcin's solution](#)

339.

1364D

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

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

[frodakcin's solution](#)

340.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[frodakcin's solution](#)

341.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[frodakcin's solution](#)

342.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[frodakcin's solution](#)

343.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math,

number theory, ternary search, two pointers

[frodakcin's solution](#)

344.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[frodakcin's solution](#)

345.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[frodakcin's solution](#)

346.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[frodakcin's solution](#)

347.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[frodakcin's solution](#)

348.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, two pointers

[frodakcin's solution](#)

349.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: dp, strings

[frodakcin's solution](#)

350.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[frodakcin's solution](#)

351.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy

[frodakcin's solution](#)

352.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[frodakcin's solution](#)

353.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[frodakcin's solution](#)

354.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-26 · last AC: 2018-11-26 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[frodakcin's solution](#)

355.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: dp, math

[frodakcin's solution](#)

356.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[frodakcin's solution](#)

357.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: data structures, dp

[frodakcin's solution](#)

358.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: brute force, dp, geometry

[frodakcin's solution](#)

359.

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[frodakcin's solution](#)

360.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: binary search, math, number theory

[frodakcin's solution](#)

361.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

362.

497C

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

Rating: 2100 · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[frodakcin's solution](#)

363.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[frodakcin's solution](#)

364.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

365.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2018-06-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[frodakcin's solution](#)

366.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[frodakcin's solution](#)

367.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[frodakcin's solution](#)

368.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[frodakcin's solution](#)

369.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[frodakcin's solution](#)

370.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

371.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[frodakcin's solution](#)

372.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[frodakcin's solution](#)

373.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[frodakcin's solution](#)

374.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[frodakcin's solution](#)

375.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[frodakcin's solution](#)

376.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[frodakcin's solution](#)

377.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings
[frodakcin's solution](#)

378.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[frodakcin's solution](#)

379.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[frodakcin's solution](#)

380.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings
[frodakcin's solution](#)

381.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[frodakcin's solution](#)

382.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[frodakcin's solution](#)

383.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, number theory, trees
[frodakcin's solution](#)

384.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[frodakcin's solution](#)

385.

712D

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

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

[frodakcin's solution](#)

386.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[frodakcin's solution](#)

387.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

388.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: brute force, dp

[frodakcin's solution](#)

389.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: greedy

[frodakcin's solution](#)

390.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[frodakcin's solution](#)

391.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: dp, strings

[frodakcin's solution](#)

392.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[frodakcin's solution](#)

393.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[frodakcin's solution](#)

394.

1194E

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[frodakcin's solution](#)

395.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[frodakcin's solution](#)

396.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp

[frodakcin's solution](#)

397.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math, strings

[frodakcin's solution](#)

398.

1136E

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

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures

[frodakcin's solution](#)

399.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[frodakcin's solution](#)

400.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[frodakcin's solution](#)

401.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[frodakcin's solution](#)

402.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[frodakcin's solution](#)

403.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[frodakcin's solution](#)

404.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[frodakcin's solution](#)

405.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: data structures, interactive, trees

[frodakcin's solution](#)

406.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2018-11-11 · last AC: 2018-11-11 · GNU C++11 (first AC) · Tags: brute force, greedy,

implementation, math

[frodakcin's solution](#)

407.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[frodakcin's solution](#)

408.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

409.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths

[frodakcin's solution](#)

410.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[frodakcin's solution](#)

411.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[frodakcin's solution](#)

412.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: graphs

[frodakcin's solution](#)

413.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[frodakcin's solution](#)

414.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[frodakcin's solution](#)

415.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[frodakcin's solution](#)

416.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[frodakcin's solution](#)

417.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[frodakcin's solution](#)

418.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

419.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[frodakcin's solution](#)

420.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[frodakcin's solution](#)

421.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[frodakcin's solution](#)

422.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[frodakcin's solution](#)

423.

1864F

[Exotic Queries](#) · [Tutorial](#)

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

[frodakcin's solution](#)

424.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[frodakcin's solution](#)

425.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[frodakcin's solution](#)

426.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[frodakcin's solution](#)

427.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[frodakcin's solution](#)

428.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[frodakcin's solution](#)

429.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: math

[frodakcin's solution](#)

430.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[frodakcin's solution](#)

431.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[frodakcin's solution](#)

432.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[frodakcin's solution](#)

433.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[frodakcin's solution](#)

434.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math, number theory

[frodakcin's solution](#)

435.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[frodakcin's solution](#)

436.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[frodakcin's solution](#)

437.

1204E

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

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[frodakcin's solution](#)

438.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[frodakcin's solution](#)

439.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force, games, greedy
[frodakcin's solution](#)

440.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[frodakcin's solution](#)

441.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[frodakcin's solution](#)

442.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, dp
[frodakcin's solution](#)

443.

1086C

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

Rating: 2300 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[frodakcin's solution](#)

444.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2300 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[frodakcin's solution](#)

445.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[frodakcin's solution](#)

446.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[frodakcin's solution](#)

447.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: dp, trees
[frodakcin's solution](#)

448.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[frodakcin's solution](#)

449.

1065E

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

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: combinatorics, strings
[frodakcin's solution](#)

450.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[frodakcin's solution](#)

451.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
[frodakcin's solution](#)

452.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[frodakcin's solution](#)

453.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

454.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

455.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[frodakcin's solution](#)

456.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[frodakcin's solution](#)

457.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[frodakcin's solution](#)

458.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[frodakcin's solution](#)

459.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[frodakcin's solution](#)

460.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[frodakcin's solution](#)

461.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[frodakcin's solution](#)

462.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[frodakcin's solution](#)

463.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[frodakcin's solution](#)

464.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[frodakcin's solution](#)

465.

1819C

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

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

[frodakcin's solution](#)

466.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[frodakcin's solution](#)

467.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[frodakcin's solution](#)

468.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: dp, trees

[frodakcin's solution](#)

469.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[frodakcin's solution](#)

470.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[frodakcin's solution](#)

471.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[frodakcin's solution](#)

472.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[frodakcin's solution](#)

473.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: flows, graphs

[frodakcin's solution](#)

474.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[frodakcin's solution](#)

475.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[frodakcin's solution](#)

476.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[frodakcin's solution](#)

477.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[frodakcin's solution](#)

478.

1114F

[Please, another Queries on Array? · Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[frodakcin's solution](#)

479.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[frodakcin's solution](#)

480.

1348E

[Phoenix and Berries · Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · last AC: 2020-05-03 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[frodakcin's solution](#)

481.

1340C

[Nastya and Unexpected Guest · Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[frodakcin's solution](#)

482.

1326E

[Bombs · Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: data structures, two pointers

[frodakcin's solution](#)

483.

1263F

[Economic Difficulties · Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[frodakcin's solution](#)

484.

1242C

[Sum Balance · Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[frodakcin's solution](#)

485.

1202E

[You Are Given Some Strings... · Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[frodakcin's solution](#)

486.

1194F

[Crossword Expert · Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[frodakcin's solution](#)

487.

1166F

[Vicky's Delivery Service · Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing

[frodakcin's solution](#)

488.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-13 · last AC: 2019-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[frodakcin's solution](#)

489.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: dp, greedy

[frodakcin's solution](#)

490.

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[frodakcin's solution](#)

491.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[frodakcin's solution](#)

492.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[frodakcin's solution](#)

493.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[frodakcin's solution](#)

494.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[frodakcin's solution](#)

495.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: binary search, dp

[frodakcin's solution](#)

496.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[frodakcin's solution](#)

497.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[frodakcin's solution](#)

498.

1091E

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

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[frodakcin's solution](#)

499.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

500.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

501.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[frodakcin's solution](#)

502.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

503.

1088E

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

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees

[frodakcin's solution](#)

504.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings

[frodakcin's solution](#)

505.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: strings

[frodakcin's solution](#)

506.

1078C

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

Rating: 2400 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[frodakcin's solution](#)

507.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[frodakcin's solution](#)

508.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: data structures, trees

[frodakcin's solution](#)

509.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[frodakcin's solution](#)

510.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: data structures, dsu, hashing
[frodakcin's solution](#)

511.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[frodakcin's solution](#)

512.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-20 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[frodakcin's solution](#)

513.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees
[frodakcin's solution](#)

514.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees
[frodakcin's solution](#)

515.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[frodakcin's solution](#)

516.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: fft, geometry, number theory
[frodakcin's solution](#)

517.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
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518.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[frodakcin's solution](#)

519.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: geometry, hashing, strings

[frodakcin's solution](#)

520.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[frodakcin's solution](#)

521.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[frodakcin's solution](#)

522.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[frodakcin's solution](#)

523.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[frodakcin's solution](#)

524.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[frodakcin's solution](#)

525.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · last AC: 2023-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[frodakcin's solution](#)

526.

1854C

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

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

[frodakcin's solution](#)

527.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[frodakcin's solution](#)

528.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[frodakcin's solution](#)

529.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[frodakcin's solution](#)

530.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[frodakcin's solution](#)

531.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees
[frodakcin's solution](#)

532.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees
[frodakcin's solution](#)

533.

1492E

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

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[frodakcin's solution](#)

534.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees
[frodakcin's solution](#)

535.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[frodakcin's solution](#)

536.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[frodakcin's solution](#)

537.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[frodakcin's solution](#)

538.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-30 · last AC: 2020-10-04 · GNU C++11 (first AC) · Tags: dp, greedy
[frodakcin's solution](#)

539.

1387B2

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

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: *special, dfs and similar, trees
[frodakcin's solution](#)

540.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[frodakcin's solution](#)

541.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[frodakcin's solution](#)

542.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[frodakcin's solution](#)

543.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[frodakcin's solution](#)

544.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[frodakcin's solution](#)

545.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[frodakcin's solution](#)

546.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[frodakcin's solution](#)

547.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[frodakcin's solution](#)

548.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[frodakcin's solution](#)

549.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[frodakcin's solution](#)

550.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[frodakcin's solution](#)

551.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: dp, greedy, trees
[frodakcin's solution](#)

552.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings
[frodakcin's solution](#)

553.

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[frodakcin's solution](#)

554.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: dp
[frodakcin's solution](#)

555.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: divide and conquer, implementation, math
[frodakcin's solution](#)

556.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: dp, two pointers
[frodakcin's solution](#)

557.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: data structures, greedy
[frodakcin's solution](#)

558.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[frodakcin's solution](#)

559.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: dp, graphs, implementation
[frodakcin's solution](#)

560.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[frodakcin's solution](#)

561.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[frodakcin's solution](#)

562.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-01-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[frodakcin's solution](#)

563.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: data structures, greedy

[frodakcin's solution](#)

564.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[frodakcin's solution](#)

565.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: dp, greedy

[frodakcin's solution](#)

566.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: binary search, dp

[frodakcin's solution](#)

567.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[frodakcin's solution](#)

568.

1065F

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

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[frodakcin's solution](#)

569.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[frodakcin's solution](#)

570.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

[frodakcin's solution](#)

571.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[frodakcin's solution](#)

572.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-03 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math
[frodakcin's solution](#)

573.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: brute force, math
[frodakcin's solution](#)

574.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: data structures, dp
[frodakcin's solution](#)

575.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[frodakcin's solution](#)

576.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[frodakcin's solution](#)

577.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[frodakcin's solution](#)

578.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[frodakcin's solution](#)

579.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers
[frodakcin's solution](#)

580.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[frodakcin's solution](#)

581.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[frodakcin's solution](#)

582.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[frodakcin's solution](#)

583.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[frodakcin's solution](#)

584.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[frodakcin's solution](#)

585.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[frodakcin's solution](#)

586.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[frodakcin's solution](#)

587.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[frodakcin's solution](#)

588.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[frodakcin's solution](#)

589.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[frodakcin's solution](#)

590.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[frodakcin's solution](#)

591.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: bitmasks, interactive, number theory

[frodakcin's solution](#)

592.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[frodakcin's solution](#)

593.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[frodakcin's solution](#)

594.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-02-14 · last AC: 2021-02-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

[frodakcin's solution](#)

595.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[frodakcin's solution](#)

596.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[frodakcin's solution](#)

597.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: bitmasks, fft, math, number theory

[frodakcin's solution](#)

598.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[frodakcin's solution](#)

599.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2020-08-08 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[frodakcin's solution](#)

600.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[frodakcin's solution](#)

601.

1185G2

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

Quality: 919 global accepts · Rating: 2600 · first AC: 2020-07-09 · last AC: 2020-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dp

[frodakcin's solution](#)

602.

1375F

[Integer Game](#) · [Tutorial](#)

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

[frodakcin's solution](#)

603.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: math

[frodakcin's solution](#)

604.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · last AC: 2020-06-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[frodakcin's solution](#)

605.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math

[frodakcin's solution](#)

606.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: dp, strings

[frodakcin's solution](#)

607.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2020-06-02 · last AC: 2020-06-02 · GNU C++11 (first AC) · Tags: flows, graphs

[frodakcin's solution](#)

608.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[frodakcin's solution](#)

609.

1355F

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

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[frodakcin's solution](#)

610.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[frodakcin's solution](#)

611.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[frodakcin's solution](#)

612.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[frodakcin's solution](#)

613.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[frodakcin's solution](#)

614.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-03 · last AC: 2020-01-03 · GNU C++11 (first AC) · Tags: math, strings

[frodakcin's solution](#)

615.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[frodakcin's solution](#)

616.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[frodakcin's solution](#)

617.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: combinatorics, dp

[frodakcin's solution](#)

618.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[frodakcin's solution](#)

619.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[frodakcin's solution](#)

620.

1158D

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

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[frodakcin's solution](#)

621.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

622.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[frodakcin's solution](#)

623.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: data structures, trees
[frodakcin's solution](#)

624.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force
[frodakcin's solution](#)

625.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer
[frodakcin's solution](#)

626.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: data structures, trees
[frodakcin's solution](#)

627.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
[frodakcin's solution](#)

628.

1091F

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

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[frodakcin's solution](#)

629.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[frodakcin's solution](#)

630.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive
[frodakcin's solution](#)

631.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2018-11-21 · GNU C++11 (first AC) · Tags: implementation, math
[frodakcin's solution](#)

632.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: data structures, string suffix structures
[frodakcin's solution](#)

633.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: brute force, math
[frodakcin's solution](#)

634.

1051E

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

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings

[frodakcin's solution](#)

635.

1023F

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

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[frodakcin's solution](#)

636.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[frodakcin's solution](#)

637.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[frodakcin's solution](#)

638.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[frodakcin's solution](#)

639.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[frodakcin's solution](#)

640.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[frodakcin's solution](#)

641.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[frodakcin's solution](#)

642.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[frodakcin's solution](#)

643.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[frodakcin's solution](#)

644.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[frodakcin's solution](#)

645.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[frodakcin's solution](#)

646.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: dp
[frodakcin's solution](#)

647.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, games
[frodakcin's solution](#)

648.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees
[frodakcin's solution](#)

649.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[frodakcin's solution](#)

650.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[frodakcin's solution](#)

651.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[frodakcin's solution](#)

652.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games
[frodakcin's solution](#)

653.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[frodakcin's solution](#)

654.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and

conquer, interactive, probabilities

[frodakcin's solution](#)

655.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-13 · last AC: 2020-06-13 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[frodakcin's solution](#)

656.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: binary search, dp, geometry, graphs

[frodakcin's solution](#)

657.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[frodakcin's solution](#)

658.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[frodakcin's solution](#)

659.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[frodakcin's solution](#)

660.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[frodakcin's solution](#)

661.

1303G

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

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-04-10 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry, trees

[frodakcin's solution](#)

662.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[frodakcin's solution](#)

663.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[frodakcin's solution](#)

664.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[frodakcin's solution](#)

665.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: combinatorics, dp

[frodakcin's solution](#)

666.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[frodakcin's solution](#)

667.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[frodakcin's solution](#)

668.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[frodakcin's solution](#)

669.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[frodakcin's solution](#)

670.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: dp, games, matrices

[frodakcin's solution](#)

671.

1179D

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

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[frodakcin's solution](#)

672.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[frodakcin's solution](#)

673.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[frodakcin's solution](#)

674.

1137E

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy

[frodakcin's solution](#)

675.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[frodakcin's solution](#)

676.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[frodakcin's solution](#)

677.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[frodakcin's solution](#)

678.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: data structures, number theory

[frodakcin's solution](#)

679.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[frodakcin's solution](#)

680.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[frodakcin's solution](#)

681.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: data structures, trees

[frodakcin's solution](#)

682.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[frodakcin's solution](#)

683.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: strings

[frodakcin's solution](#)

684.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, trees

[frodakcin's solution](#)

685.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[frodakcin's solution](#)

686.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: binary search, geometry, sortings
[frodakcin's solution](#)

687.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: data structures
[frodakcin's solution](#)

688.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, math
[frodakcin's solution](#)

689.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[frodakcin's solution](#)

690.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[frodakcin's solution](#)

691.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[frodakcin's solution](#)

692.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[frodakcin's solution](#)

693.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
[frodakcin's solution](#)

694.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[frodakcin's solution](#)

695.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[frodakcin's solution](#)

696.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory
[frodakcin's solution](#)

697.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[frodakcin's solution](#)

698.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: dp, greedy
[frodakcin's solution](#)

699.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[frodakcin's solution](#)

700.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[frodakcin's solution](#)

701.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
[frodakcin's solution](#)

702.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[frodakcin's solution](#)

703.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[frodakcin's solution](#)

704.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[frodakcin's solution](#)

705.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, trees
[frodakcin's solution](#)

706.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[frodakcin's solution](#)

707.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp
[frodakcin's solution](#)

708.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
[frodakcin's solution](#)

709.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[frodakcin's solution](#)

710.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[frodakcin's solution](#)

711.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation
[frodakcin's solution](#)

712.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry
[frodakcin's solution](#)

713.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[frodakcin's solution](#)

714.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, string suffix structures
[frodakcin's solution](#)

715.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: dsu, implementation
[frodakcin's solution](#)

716.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing,

interactive, math

[frodakcin's solution](#)

717.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: binary search, dp

[frodakcin's solution](#)

718.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[frodakcin's solution](#)

719.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[frodakcin's solution](#)

720.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: brute force, dp, graphs

[frodakcin's solution](#)

721.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: brute force, dp, two pointers

[frodakcin's solution](#)

722.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-03 · last AC: 2019-04-03 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

723.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[frodakcin's solution](#)

724.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[frodakcin's solution](#)

725.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-07 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

726.

1088F

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

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: data structures, trees

[frodakcin's solution](#)

727.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: dp, strings, trees

[frodakcin's solution](#)

728.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[frodakcin's solution](#)

729.

1071D

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

Rating: 2800 · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: graphs, math

[frodakcin's solution](#)

730.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, math

[frodakcin's solution](#)

731.

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[frodakcin's solution](#)

732.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[frodakcin's solution](#)

733.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[frodakcin's solution](#)

734.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[frodakcin's solution](#)

735.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[frodakcin's solution](#)

736.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[frodakcin's solution](#)

737.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[frodakcin's solution](#)

738.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[frodakcin's solution](#)

739.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[frodakcin's solution](#)

740.

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, two pointers

[frodakcin's solution](#)

741.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[frodakcin's solution](#)

742.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-28 · last AC: 2023-05-26 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[frodakcin's solution](#)

743.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[frodakcin's solution](#)

744.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: data structures, dp

[frodakcin's solution](#)

745.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: dp, greedy

[frodakcin's solution](#)

746.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[frodakcin's solution](#)

747.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, shortest paths

[frodakcin's solution](#)

748.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[frodakcin's solution](#)

749.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry

[frodakcin's solution](#)

750.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[frodakcin's solution](#)

751.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: *special, data structures, geometry, math, sortings

[frodakcin's solution](#)

752.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-20 · last AC: 2020-08-20 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[frodakcin's solution](#)

753.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-07-15 · last AC: 2020-07-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[frodakcin's solution](#)

754.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation

[frodakcin's solution](#)

755.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: greedy, implementation, math, trees

[frodakcin's solution](#)

756.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: math

[frodakcin's solution](#)

757.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[frodakcin's solution](#)

758.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities
[frodakcin's solution](#)

759.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: dp, geometry
[frodakcin's solution](#)

760.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation
[frodakcin's solution](#)

761.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: binary search, greedy
[frodakcin's solution](#)

762.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: data structures, dp
[frodakcin's solution](#)

763.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: data structures, trees
[frodakcin's solution](#)

764.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: strings
[frodakcin's solution](#)

765.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp
[frodakcin's solution](#)

766.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: data structures, trees
[frodakcin's solution](#)

767.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy
[frodakcin's solution](#)

768.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: data structures, dp
[frodakcin's solution](#)

769.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2018-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[frodakcin's solution](#)

770.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: strings, trees
[frodakcin's solution](#)

771.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: combinatorics, dp
[frodakcin's solution](#)

772.

1058G

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-30 · GNU C++11 (first AC) · Tags: number theory
[frodakcin's solution](#)

773.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: dp, strings
[frodakcin's solution](#)

774.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: interactive
[frodakcin's solution](#)

775.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[frodakcin's solution](#)

776.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[frodakcin's solution](#)

777.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees
[frodakcin's solution](#)

778.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities
[frodakcin's solution](#)

779.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[frodakcin's solution](#)

780.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[frodakcin's solution](#)

781.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[frodakcin's solution](#)

782.

856F

[To Play or not to Play](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3000 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: greedy

[frodakcin's solution](#)

783.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[frodakcin's solution](#)

784.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-02-16 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[frodakcin's solution](#)

785.

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, greedy

[frodakcin's solution](#)

786.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures, math, number theory, two pointers

[frodakcin's solution](#)

787.

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[frodakcin's solution](#)

788.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[frodakcin's solution](#)

789.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[frodakcin's solution](#)

790.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
[frodakcin's solution](#)

791.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[frodakcin's solution](#)

792.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar
[frodakcin's solution](#)

793.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers
[frodakcin's solution](#)

794.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, implementation, trees
[frodakcin's solution](#)

795.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: interactive
[frodakcin's solution](#)

796.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy
[frodakcin's solution](#)

797.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: data structures
[frodakcin's solution](#)

798.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: data structures, dp
[frodakcin's solution](#)

799.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: data structures
[frodakcin's solution](#)

800.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[frodakcin's solution](#)

801.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: data structures, games

[frodakcin's solution](#)

802.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2018-10-18 · last AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[frodakcin's solution](#)

803.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[frodakcin's solution](#)

804.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[frodakcin's solution](#)

805.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[frodakcin's solution](#)

806.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[frodakcin's solution](#)

807.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[frodakcin's solution](#)

808.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[frodakcin's solution](#)

809.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[frodakcin's solution](#)

810.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: —

[frodakcin's solution](#)

811.

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft
[frodakcin's solution](#)

812.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, trees
[frodakcin's solution](#)

813.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2020-07-15 · GNU C++11 (first AC) · Tags: fft, math
[frodakcin's solution](#)

814.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: geometry
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815.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: data structures, trees
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816.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: data structures
[frodakcin's solution](#)

817.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities
[frodakcin's solution](#)

818.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, math
[frodakcin's solution](#)

819.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: dp, implementation
[frodakcin's solution](#)

820.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-25 · last AC: 2019-10-18 · GNU C++11 (first AC) · Tags: combinatorics, strings
[frodakcin's solution](#)

821.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: binary search, greedy
[frodakcin's solution](#)

822.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: dp

[frodakcin's solution](#)

823.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-08 · last AC: 2019-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[frodakcin's solution](#)

824.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: binary search, interactive, trees

[frodakcin's solution](#)

825.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[frodakcin's solution](#)

826.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: dsu, math

[frodakcin's solution](#)

827.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: data structures, dsu

[frodakcin's solution](#)

828.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: bitmasks, dp

[frodakcin's solution](#)

829.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

830.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[frodakcin's solution](#)

831.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, probabilities

[frodakcin's solution](#)

832.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[frodakcin's solution](#)

833.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, interactive, sortings

[frodakcin's solution](#)

834.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[frodakcin's solution](#)

835.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry

[frodakcin's solution](#)

836.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[frodakcin's solution](#)

837.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[frodakcin's solution](#)

838.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[frodakcin's solution](#)

839.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[frodakcin's solution](#)

840.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[frodakcin's solution](#)

841.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-08-06 · last AC: 2020-08-06 · GNU C++11 (first AC) · Tags: flows, graphs

[frodakcin's solution](#)

842.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: data structures, geometry, graphs, trees

[frodakcin's solution](#)

843.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: matrices

[frodakcin's solution](#)

844.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive
[frodakcin's solution](#)

845.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, math
[frodakcin's solution](#)

846.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, strings
[frodakcin's solution](#)

847.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[frodakcin's solution](#)

848.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2019-12-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[frodakcin's solution](#)

849.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: divide and conquer, interactive
[frodakcin's solution](#)

850.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-04-01 · last AC: 2019-04-03 · GNU C++11 (first AC) · Tags: graphs, interactive
[frodakcin's solution](#)

851.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: data structures, trees
[frodakcin's solution](#)

852.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: 2-sat, data structures, trees
[frodakcin's solution](#)

853.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: games
[frodakcin's solution](#)

854.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: math, probabilities
[frodakcin's solution](#)

855.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: data structures, strings
[frodakcin's solution](#)

856.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
[frodakcin's solution](#)

857.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-08 · last AC: 2018-09-08 · GNU C++11 (first AC) · Tags: games
[frodakcin's solution](#)

858.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2025-07-20 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[frodakcin's solution](#)

859.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities
[frodakcin's solution](#)

860.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

861.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[frodakcin's solution](#)

862.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[frodakcin's solution](#)

863.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: flows, graphs
[frodakcin's solution](#)

864.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: binary search, data structures, flows, greedy
[frodakcin's solution](#)

865.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: flows, graph matchings, greedy, implementation

[frodakcin's solution](#)

866.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: fft, graphs, math

[frodakcin's solution](#)

867.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[frodakcin's solution](#)

868.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[frodakcin's solution](#)

869.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: geometry, math, sortings

[frodakcin's solution](#)

870.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[frodakcin's solution](#)

871.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[frodakcin's solution](#)

872.

1368H1

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

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[frodakcin's solution](#)

873.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing

[frodakcin's solution](#)

874.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

875.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

876.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[frodakcin's solution](#)

877.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: combinatorics

[frodakcin's solution](#)

878.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

879.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

880.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[frodakcin's solution](#)

881.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

882.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[frodakcin's solution](#)

883.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures

[frodakcin's solution](#)

884.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[frodakcin's solution](#)

885.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2019-02-19 · last AC: 2024-02-06 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

886.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[frodakcin's solution](#)

887.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[frodakcin's solution](#)

888.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, interactive
[frodakcin's solution](#)

889.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: games, interactive
[frodakcin's solution](#)

890.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-30 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: dp
[frodakcin's solution](#)

891.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math
[frodakcin's solution](#)

892.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: graphs, implementation
[frodakcin's solution](#)

893.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: binary search, interactive, math, trees
[frodakcin's solution](#)

894.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, trees
[frodakcin's solution](#)

895.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-13 · last AC: 2019-03-14 · GNU C++11 (first AC) · Tags: data structures, trees
[frodakcin's solution](#)

896.

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, strings
[frodakcin's solution](#)

897.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp, implementation
[frodakcin's solution](#)

898.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[frodakcin's solution](#)

899.

1863H

[Goldberg Machine 3](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[frodakcin's solution](#)

900.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[frodakcin's solution](#)

901.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees

[frodakcin's solution](#)

902.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[frodakcin's solution](#)

903.

1827F

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[frodakcin's solution](#)

904.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

[frodakcin's solution](#)

905.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[frodakcin's solution](#)

906.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[frodakcin's solution](#)

907.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[frodakcin's solution](#)

908.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: dp, greedy

[frodakcin's solution](#)

909.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures, games, trees
[frodakcin's solution](#)

910.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar
[frodakcin's solution](#)

911.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees
[frodakcin's solution](#)

912.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: dsu, games
[frodakcin's solution](#)

913.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, interactive
[frodakcin's solution](#)

914.

1427H

[Prison Break](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 3500 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: binary search, games, geometry, ternary search
[frodakcin's solution](#)

915.

1368H2

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

Quality: 281 global accepts · Rating: 3500 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: —
[frodakcin's solution](#)

916.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees
[frodakcin's solution](#)

917.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: graphs
[frodakcin's solution](#)

918.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: dp
[frodakcin's solution](#)

919.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[frodakcin's solution](#)

920.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: —

[frodakcin's solution](#)

921.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[frodakcin's solution](#)

922.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: data structures

[frodakcin's solution](#)

923.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: dp, math

[frodakcin's solution](#)

924.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[frodakcin's solution](#)

925.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2018-12-29 · GNU C++11 (first AC) · Tags: math

[frodakcin's solution](#)

926.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: games

[frodakcin's solution](#)

927.

1952D

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

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[frodakcin's solution](#)

928.

1952J

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

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

[frodakcin's solution](#)

929.

1952G

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

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

[frodakcin's solution](#)

930.

1952F

[Grid](#) · [Tutorial](#)

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

[frodakcin's solution](#)

931.

1952C

[They Have Fooled](#) · [Tutorial](#)

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

932.

1952B

[Is it stated?](#) · [Tutorial](#)

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

933.

1952A

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

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[frodakcin's solution](#)

934.

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

935.

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

936.

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

937.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

938.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

939.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

940.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

941.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

942.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

943.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

944.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

945.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

946.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[frodakcin's solution](#)

947.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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948.

104633A

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Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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949.

104633E

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Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[frodakcin's solution](#)

950.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[frodakcin's solution](#)

951.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[frodakcin's solution](#)

952.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[frodakcin's solution](#)

953.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

954.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

955.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

956.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

957.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

958.

102511C

[Checks Post Facto](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

959.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

960.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

961.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

962.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[frodakcin's solution](#)

963.

102511A

[Azulejos](#) · [Tutorial](#)

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

[frodakcin's solution](#)

964.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

965.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

966.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

967.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

968.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

969.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

970.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[frodakcin's solution](#)

971.

102951B

[Studying Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: —
[frodakcin's solution](#)

972.

102621D

[Raccoon Mischief](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: —
[frodakcin's solution](#)

973.

102621B

[Leaping Lizards](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: —
[frodakcin's solution](#)

974.

102051H

[Nate and High School Nakama](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: —

[frodakcin's solution](#)