

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

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# Unique solved — frogcatcher

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

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

Filters: none

Count: 903

- 1.**  
2185B  
[Prefix Max](#) · [Tutorial](#)  
Quality: 40,720 global accepts · Rating: 800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[frogcatcher's solution](#)
- 2.**  
2185A  
[Perfect Root](#) · [Tutorial](#)  
Quality: 43,108 global accepts · Rating: 800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[frogcatcher's solution](#)
- 3.**  
2119A  
[Add or XOR](#) · [Tutorial](#)  
Quality: 27,206 global accepts · Rating: 800 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[frogcatcher's solution](#)
- 4.**  
2108A  
[Permutation Warm-Up](#) · [Tutorial](#)  
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[frogcatcher's solution](#)
- 5.**  
2059A  
[Milya and Two Arrays](#) · [Tutorial](#)  
Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[frogcatcher's solution](#)
- 6.**  
2031A  
[Penchick and Modern Monument](#) · [Tutorial](#)  
Quality: 20,949 global accepts · Rating: 800 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[frogcatcher's solution](#)
- 7.**  
2013A  
[Zhan's Blender](#) · [Tutorial](#)  
Quality: 31,232 global accepts · Rating: 800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[frogcatcher's solution](#)
- 8.**  
2001B  
[Generate Permutation](#) · [Tutorial](#)  
Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[frogcatcher's solution](#)
- 9.**  
2001A  
[Make All Equal](#) · [Tutorial](#)  
Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[frogcatcher's solution](#)

**10.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**11.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[frogcatcher's solution](#)

**12.**

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[frogcatcher's solution](#)

**13.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[frogcatcher's solution](#)

**14.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,203 global accepts · Rating: 800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[frogcatcher's solution](#)

**15.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
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**16.**

1956B

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

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

**17.**

1956A

[Nene's Game](#) · [Tutorial](#)

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

**18.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,440 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[frogcatcher's solution](#)

**19.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2024-02-02 · Python 3 (first AC) · Tags: brute force, implementation, strings  
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**20.**

1703B

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Quality: 66,189 global accepts · Rating: 800 · first AC: 2024-02-02 · Python 3 (first AC) · Tags: data structures, implementation  
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**21.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,261 global accepts · Rating: 800 · first AC: 2024-02-02 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[frogcatcher's solution](#)

**22.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[frogcatcher's solution](#)

**23.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2024-01-26 · Python 3 (first AC) · Tags: data structures, implementation  
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**24.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
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**25.**

1899A

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

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[frogcatcher's solution](#)

**26.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**27.**

1747A

[Two Groups](#) · [Tutorial](#)

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**28.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

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**29.**

1740A

[Factorise N+M](#) · [Tutorial](#)

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**30.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

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**31.**

1520A

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

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**32.**

1515A

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[frogcatcher's solution](#)

**33.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
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**34.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
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**35.**

9A

[Die Roll](#) · [Tutorial](#)

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**36.**

1491A

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

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[frogcatcher's solution](#)

**37.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,006 global accepts · Rating: 800 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[frogcatcher's solution](#)

**38.**

1472A

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

Quality: 45,525 global accepts · Rating: 800 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**39.**

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

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**40.**

1474A

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

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**41.**

1473A

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

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42.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: greedy

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43.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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44.

1466A

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

[frogcatcher's solution](#)

45.

1451A

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[frogcatcher's solution](#)

46.

1436A

[Reorder](#) · [Tutorial](#)

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47.

1426A

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Quality: 54,968 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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48.

1397A

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Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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49.

1398B

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

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50.

1398A

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51.

1296A

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

Quality: 48,350 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

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52.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,785 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**53.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**54.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · last AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**55.**

1374A

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

Quality: 64,191 global accepts · Rating: 800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**56.**

1337A

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

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**57.**

1328A

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**58.**

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

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**59.**

1312A

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**60.**

1311A

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**61.**

1108A

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**62.**

1304A

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**63.**

1300A

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Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**64.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**65.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math  
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**66.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
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**67.**

1255A

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Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**68.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
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**69.**

1234A

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Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**70.**

1228A

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Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**71.**

1230A

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Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[frogcatcher's solution](#)

**72.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings  
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**73.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[frogcatcher's solution](#)

**74.**

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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**75.**

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
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**76.**

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
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**77.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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**78.**

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**79.**

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**80.**

1154A

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

Quality: 87,076 global accepts · Rating: 800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[frogcatcher's solution](#)

**81.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**82.**

1102A

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

Quality: 26,616 global accepts · Rating: 800 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[frogcatcher's solution](#)

**83.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**84.**

1097A

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

Quality: 43,812 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[frogcatcher's solution](#)

**85.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-31 · last AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[frogcatcher's solution](#)

**86.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[frogcatcher's solution](#)

**87.**

1087A

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

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

**88.**

1081A

[Definite Game](#) · [Tutorial](#)

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

**89.**

1093A

[Dice Rolling](#) · [Tutorial](#)

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

**90.**

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[frogcatcher's solution](#)

**91.**

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math  
[frogcatcher's solution](#)

**92.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**93.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[frogcatcher's solution](#)

**94.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**95.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,389 global accepts · Rating: 800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[frogcatcher's solution](#)

**96.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[frogcatcher's solution](#)

**97.**

977A

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

Quality: 217,534 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**98.**

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**99.**

965A

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Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**100.**

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**101.**

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: \*special, math

[frogcatcher's solution](#)

**102.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[frogcatcher's solution](#)

**103.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,237 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[frogcatcher's solution](#)

**104.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[frogcatcher's solution](#)

**105.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[frogcatcher's solution](#)

**106.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[frogcatcher's solution](#)

**107.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[frogcatcher's solution](#)

**108.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[frogcatcher's solution](#)

**109.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[frogcatcher's solution](#)

**110.**

1471A

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

Quality: 38,217 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[frogcatcher's solution](#)

**111.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[frogcatcher's solution](#)

**112.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**113.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[frogcatcher's solution](#)

**114.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[frogcatcher's solution](#)

**115.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**116.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[frogcatcher's solution](#)

**117.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**118.**

1374B

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

Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**119.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**120.**

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[frogcatcher's solution](#)

**121.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

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

[frogcatcher's solution](#)

**122.**

1330A

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

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

[frogcatcher's solution](#)

**123.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[frogcatcher's solution](#)

**124.**

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[frogcatcher's solution](#)

**125.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[frogcatcher's solution](#)

**126.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**127.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[frogcatcher's solution](#)

**128.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**129.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 900 · first AC: 2018-01-20 · last AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[frogcatcher's solution](#)

**130.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[frogcatcher's solution](#)

**131.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[frogcatcher's solution](#)

**132.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[frogcatcher's solution](#)

**133.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**134.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**135.**

1093B

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

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

[frogcatcher's solution](#)

**136.**

1080B

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

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[frogcatcher's solution](#)

**137.**

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, trees

[frogcatcher's solution](#)

**138.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

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

[frogcatcher's solution](#)

**139.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[frogcatcher's solution](#)

**140.**

991B

[Getting an A](#) · [Tutorial](#)

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

[frogcatcher's solution](#)

**141.**

981A

[Antipalindrome](#) · [Tutorial](#)

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

**142.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[frogcatcher's solution](#)

**143.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**144.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**145.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: implementation, strings  
[frogcatcher's solution](#)

**146.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,525 global accepts · Rating: 1000 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[frogcatcher's solution](#)

**147.**

1975B

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

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings  
[frogcatcher's solution](#)

**148.**

1859B

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

Quality: 43,917 global accepts · Rating: 1000 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[frogcatcher's solution](#)

**149.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[frogcatcher's solution](#)

**150.**

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[frogcatcher's solution](#)

**151.**

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[frogcatcher's solution](#)

**152.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,296 global accepts · Rating: 1000 · first AC: 2021-02-27 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[frogcatcher's solution](#)

**153.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,889 global accepts · Rating: 1000 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[frogcatcher's solution](#)

**154.**

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[frogcatcher's solution](#)

**155.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[frogcatcher's solution](#)

**156.**

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[frogcatcher's solution](#)

**157.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,944 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[frogcatcher's solution](#)

**158.**

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[frogcatcher's solution](#)

**159.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[frogcatcher's solution](#)

**160.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[frogcatcher's solution](#)

**161.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[frogcatcher's solution](#)

## 162.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[frogcatcher's solution](#)

## 163.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

## 164.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[frogcatcher's solution](#)

## 165.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[frogcatcher's solution](#)

## 166.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[frogcatcher's solution](#)

## 167.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[frogcatcher's solution](#)

## 168.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[frogcatcher's solution](#)

## 169.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[frogcatcher's solution](#)

## 170.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

## 171.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[frogcatcher's solution](#)

## 172.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**173.**

1230B

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

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**174.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[frogcatcher's solution](#)

**175.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[frogcatcher's solution](#)

**176.**

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**177.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: geometry, math

[frogcatcher's solution](#)

**178.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation

[frogcatcher's solution](#)

**179.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**180.**

1155A

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

Quality: 25,982 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[frogcatcher's solution](#)

**181.**

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[frogcatcher's solution](#)

**182.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[frogcatcher's solution](#)

**183.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**184.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[frogcatcher's solution](#)

**185.**

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**186.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[frogcatcher's solution](#)

**187.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**188.**

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[frogcatcher's solution](#)

**189.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math  
[frogcatcher's solution](#)

**190.**

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[frogcatcher's solution](#)

**191.**

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[frogcatcher's solution](#)

**192.**

991A

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

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

**193.**

981B

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

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

**194.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[frogcatcher's solution](#)

**195.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[frogcatcher's solution](#)

**196.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[frogcatcher's solution](#)

**197.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[frogcatcher's solution](#)

**198.**

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**199.**

1977B

[Binary Colouring](#) · [Tutorial](#)

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

[frogcatcher's solution](#)

**200.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2024-02-02 · Python 3 (first AC) · Tags: brute force, data structures, strings

[frogcatcher's solution](#)

**201.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2024-01-26 · last AC: 2024-01-26 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[frogcatcher's solution](#)

**202.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[frogcatcher's solution](#)

**203.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[frogcatcher's solution](#)

**204.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[frogcatcher's solution](#)

**205.**

1426C

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

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[frogcatcher's solution](#)

**206.**

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[frogcatcher's solution](#)

**207.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[frogcatcher's solution](#)

**208.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**209.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,737 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[frogcatcher's solution](#)

**210.**

1304B

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

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

[frogcatcher's solution](#)

**211.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[frogcatcher's solution](#)

**212.**

1288B

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

Quality: 17,781 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**213.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[frogcatcher's solution](#)

**214.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[frogcatcher's solution](#)

**215.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[frogcatcher's solution](#)

**216.**

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[frogcatcher's solution](#)

**217.**

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[frogcatcher's solution](#)

**218.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**219.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[frogcatcher's solution](#)

**220.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[frogcatcher's solution](#)

**221.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
[frogcatcher's solution](#)

**222.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**223.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**224.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[frogcatcher's solution](#)

**225.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[frogcatcher's solution](#)

**226.**

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[frogcatcher's solution](#)

**227.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[frogcatcher's solution](#)

**228.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[frogcatcher's solution](#)

**229.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2024-01-26 · Python 3 (first AC) · Tags: data structures, math, strings  
[frogcatcher's solution](#)

**230.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: games  
[frogcatcher's solution](#)

**231.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,495 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math  
[frogcatcher's solution](#)

**232.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[frogcatcher's solution](#)

**233.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[frogcatcher's solution](#)

**234.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings  
[frogcatcher's solution](#)

**235.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[frogcatcher's solution](#)

**236.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[frogcatcher's solution](#)

**237.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[frogcatcher's solution](#)

**238.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[frogcatcher's solution](#)

**239.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[frogcatcher's solution](#)

**240.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[frogcatcher's solution](#)

**241.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,495 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy  
[frogcatcher's solution](#)

**242.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings  
[frogcatcher's solution](#)

**243.**

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings  
[frogcatcher's solution](#)

**244.**

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[frogcatcher's solution](#)

**245.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[frogcatcher's solution](#)

**246.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[frogcatcher's solution](#)

**247.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**248.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[frogcatcher's solution](#)

**249.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[frogcatcher's solution](#)

**250.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · last AC: 2019-08-24 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[frogcatcher's solution](#)

**251.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[frogcatcher's solution](#)

**252.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-15 · last AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[frogcatcher's solution](#)

**253.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1200 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[frogcatcher's solution](#)

**254.**

1150C

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

Rating: 1200 · first AC: 2019-04-29 · last AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[frogcatcher's solution](#)

**255.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[frogcatcher's solution](#)

**256.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**257.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[frogcatcher's solution](#)

**258.**

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[frogcatcher's solution](#)

**259.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[frogcatcher's solution](#)

**260.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[frogcatcher's solution](#)

**261.**

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math  
[frogcatcher's solution](#)

**262.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**263.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[frogcatcher's solution](#)

**264.**

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[frogcatcher's solution](#)

**265.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[frogcatcher's solution](#)

**266.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[frogcatcher's solution](#)

**267.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[frogcatcher's solution](#)

**268.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · last AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation,

math

[frogcatcher's solution](#)

**269.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[frogcatcher's solution](#)

**270.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**271.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[frogcatcher's solution](#)

**272.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[frogcatcher's solution](#)

**273.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, strings

[frogcatcher's solution](#)

**274.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[frogcatcher's solution](#)

**275.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[frogcatcher's solution](#)

**276.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[frogcatcher's solution](#)

**277.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[frogcatcher's solution](#)

**278.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[frogcatcher's solution](#)

**279.**

1984C1

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

Quality: 20,154 global accepts · Rating: 1300 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[frogcatcher's solution](#)

**280.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[frogcatcher's solution](#)

**281.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[frogcatcher's solution](#)

**282.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[frogcatcher's solution](#)

**283.**

1470A

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

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[frogcatcher's solution](#)

**284.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[frogcatcher's solution](#)

**285.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[frogcatcher's solution](#)

**286.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[frogcatcher's solution](#)

**287.**

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[frogcatcher's solution](#)

**288.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[frogcatcher's solution](#)

**289.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[frogcatcher's solution](#)

**290.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[frogcatcher's solution](#)

**291.**

1294C

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

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[frogcatcher's solution](#)

**292.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation  
[frogcatcher's solution](#)

**293.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[frogcatcher's solution](#)

**294.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[frogcatcher's solution](#)

**295.**

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings  
[frogcatcher's solution](#)

**296.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[frogcatcher's solution](#)

**297.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[frogcatcher's solution](#)

**298.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[frogcatcher's solution](#)

**299.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[frogcatcher's solution](#)

**300.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,259 global accepts · Rating: 1300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**301.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[frogcatcher's solution](#)

**302.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[frogcatcher's solution](#)

**303.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[frogcatcher's solution](#)

**304.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[frogcatcher's solution](#)

**305.**

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings  
[frogcatcher's solution](#)

**306.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[frogcatcher's solution](#)

**307.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: greedy  
[frogcatcher's solution](#)

**308.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: greedy  
[frogcatcher's solution](#)

**309.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[frogcatcher's solution](#)

**310.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[frogcatcher's solution](#)

**311.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings  
[frogcatcher's solution](#)

**312.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[frogcatcher's solution](#)

**313.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[frogcatcher's solution](#)

**314.**

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[frogcatcher's solution](#)

**315.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[frogcatcher's solution](#)

**316.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**317.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**318.**

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[frogcatcher's solution](#)

**319.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings  
[frogcatcher's solution](#)

**320.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[frogcatcher's solution](#)

**321.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[frogcatcher's solution](#)

**322.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[frogcatcher's solution](#)

**323.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,672 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[frogcatcher's solution](#)

**324.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[frogcatcher's solution](#)

**325.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[frogcatcher's solution](#)

**326.**

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[frogcatcher's solution](#)

**327.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[frogcatcher's solution](#)

**328.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[frogcatcher's solution](#)

**329.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[frogcatcher's solution](#)

**330.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[frogcatcher's solution](#)

**331.**

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers  
[frogcatcher's solution](#)

**332.**

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**333.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[frogcatcher's solution](#)

**334.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings  
[frogcatcher's solution](#)

**335.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[frogcatcher's solution](#)

**336.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation  
[frogcatcher's solution](#)

**337.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[frogcatcher's solution](#)

**338.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[frogcatcher's solution](#)

**339.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[frogcatcher's solution](#)

**340.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[frogcatcher's solution](#)

**341.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**342.**

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation  
[frogcatcher's solution](#)

**343.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[frogcatcher's solution](#)

**344.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[frogcatcher's solution](#)

**345.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[frogcatcher's solution](#)

**346.**

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[frogcatcher's solution](#)

**347.**

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**348.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[frogcatcher's solution](#)

**349.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[frogcatcher's solution](#)

**350.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[frogcatcher's solution](#)

**351.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[frogcatcher's solution](#)

**352.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[frogcatcher's solution](#)

**353.**

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**354.**

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[frogcatcher's solution](#)

**355.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[frogcatcher's solution](#)

**356.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[frogcatcher's solution](#)

**357.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[frogcatcher's solution](#)

**358.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, dp

[frogcatcher's solution](#)

**359.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[frogcatcher's solution](#)

**360.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[frogcatcher's solution](#)

**361.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[frogcatcher's solution](#)

**362.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[frogcatcher's solution](#)

**363.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[frogcatcher's solution](#)

**364.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[frogcatcher's solution](#)

**365.**

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[frogcatcher's solution](#)

**366.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[frogcatcher's solution](#)

**367.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[frogcatcher's solution](#)

**368.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[frogcatcher's solution](#)

**369.**

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[frogcatcher's solution](#)

**370.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[frogcatcher's solution](#)

**371.**

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[frogcatcher's solution](#)

**372.**

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[frogcatcher's solution](#)

**373.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[frogcatcher's solution](#)

**374.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[frogcatcher's solution](#)

**375.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[frogcatcher's solution](#)

**376.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[frogcatcher's solution](#)

**377.**

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[frogcatcher's solution](#)

**378.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[frogcatcher's solution](#)

**379.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[frogcatcher's solution](#)

**380.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[frogcatcher's solution](#)

**381.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[frogcatcher's solution](#)

**382.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2020-02-15 · PyPy 3 (first AC) · Tags: brute force, implementation

[frogcatcher's solution](#)

**383.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[frogcatcher's solution](#)

**384.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[frogcatcher's solution](#)

**385.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[frogcatcher's solution](#)

**386.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[frogcatcher's solution](#)

**387.**

1265C

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

Rating: 1500 · first AC: 2019-12-05 · last AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**388.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[frogcatcher's solution](#)

**389.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[frogcatcher's solution](#)

**390.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[frogcatcher's solution](#)

**391.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[frogcatcher's solution](#)

**392.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[frogcatcher's solution](#)

**393.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[frogcatcher's solution](#)

**394.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[frogcatcher's solution](#)

**395.**

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[frogcatcher's solution](#)

**396.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[frogcatcher's solution](#)

**397.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[frogcatcher's solution](#)

**398.**

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[frogcatcher's solution](#)

**399.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[frogcatcher's solution](#)

**400.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**401.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[frogcatcher's solution](#)

**402.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[frogcatcher's solution](#)

**403.**

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: implementation  
[frogcatcher's solution](#)

**404.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[frogcatcher's solution](#)

**405.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[frogcatcher's solution](#)

**406.**

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[frogcatcher's solution](#)

**407.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[frogcatcher's solution](#)

**408.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[frogcatcher's solution](#)

**409.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[frogcatcher's solution](#)

**410.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[frogcatcher's solution](#)

**411.**

931D

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

Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[frogcatcher's solution](#)

**412.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings  
[frogcatcher's solution](#)

**413.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[frogcatcher's solution](#)

**414.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[frogcatcher's solution](#)

**415.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[frogcatcher's solution](#)

**416.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[frogcatcher's solution](#)

**417.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2024-01-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation  
[frogcatcher's solution](#)

**418.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[frogcatcher's solution](#)

**419.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[frogcatcher's solution](#)

**420.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[frogcatcher's solution](#)

**421.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy  
[frogcatcher's solution](#)

**422.**

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[frogcatcher's solution](#)

**423.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[frogcatcher's solution](#)

**424.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[frogcatcher's solution](#)

**425.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math  
[frogcatcher's solution](#)

**426.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[frogcatcher's solution](#)

**427.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[frogcatcher's solution](#)

**428.**

1336A

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

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[frogcatcher's solution](#)

**429.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[frogcatcher's solution](#)

**430.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[frogcatcher's solution](#)

**431.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[frogcatcher's solution](#)

**432.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[frogcatcher's solution](#)

**433.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[frogcatcher's solution](#)

**434.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[frogcatcher's solution](#)

**435.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[frogcatcher's solution](#)

**436.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[frogcatcher's solution](#)

**437.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[frogcatcher's solution](#)

**438.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**439.**

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[frogcatcher's solution](#)

**440.**

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: two pointers

[frogcatcher's solution](#)

**441.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[frogcatcher's solution](#)

**442.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[frogcatcher's solution](#)

**443.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[frogcatcher's solution](#)

**444.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[frogcatcher's solution](#)

**445.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[frogcatcher's solution](#)

**446.**

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · last AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[frogcatcher's solution](#)

**447.**

1072C

[Cram Time](#) · [Tutorial](#)

Quality: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[frogcatcher's solution](#)

**448.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**449.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[frogcatcher's solution](#)

**450.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[frogcatcher's solution](#)

**451.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[frogcatcher's solution](#)

**452.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[frogcatcher's solution](#)

**453.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[frogcatcher's solution](#)

**454.**

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[frogcatcher's solution](#)

**455.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: implementation

[frogcatcher's solution](#)

**456.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: geometry

[frogcatcher's solution](#)

**457.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

implementation

[frogcatcher's solution](#)

**458.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[frogcatcher's solution](#)

**459.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[frogcatcher's solution](#)

**460.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[frogcatcher's solution](#)

**461.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[frogcatcher's solution](#)

**462.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[frogcatcher's solution](#)

**463.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

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

[frogcatcher's solution](#)

**464.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[frogcatcher's solution](#)

**465.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[frogcatcher's solution](#)

**466.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[frogcatcher's solution](#)

**467.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[frogcatcher's solution](#)

**468.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings  
[frogcatcher's solution](#)

**469.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory  
[frogcatcher's solution](#)

**470.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math  
[frogcatcher's solution](#)

**471.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers  
[frogcatcher's solution](#)

**472.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers  
[frogcatcher's solution](#)

**473.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[frogcatcher's solution](#)

**474.**

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings  
[frogcatcher's solution](#)

**475.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers  
[frogcatcher's solution](#)

**476.**

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-09 · last AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[frogcatcher's solution](#)

**477.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[frogcatcher's solution](#)

**478.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · last AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[frogcatcher's solution](#)

**479.**

1321D

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

Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[frogcatcher's solution](#)

**480.**

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[frogcatcher's solution](#)

**481.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[frogcatcher's solution](#)

**482.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[frogcatcher's solution](#)

**483.**

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**484.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[frogcatcher's solution](#)

**485.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[frogcatcher's solution](#)

**486.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[frogcatcher's solution](#)

**487.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[frogcatcher's solution](#)

**488.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[frogcatcher's solution](#)

**489.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[frogcatcher's solution](#)

**490.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[frogcatcher's solution](#)

**491.**

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[frogcatcher's solution](#)

**492.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[frogcatcher's solution](#)

**493.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[frogcatcher's solution](#)

**494.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[frogcatcher's solution](#)

**495.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[frogcatcher's solution](#)

**496.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[frogcatcher's solution](#)

**497.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[frogcatcher's solution](#)

**498.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[frogcatcher's solution](#)

**499.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu  
[frogcatcher's solution](#)

**500.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[frogcatcher's solution](#)

**501.**

1087D

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

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees  
[frogcatcher's solution](#)

**502.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[frogcatcher's solution](#)

**503.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[frogcatcher's solution](#)

**504.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees  
[frogcatcher's solution](#)

**505.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[frogcatcher's solution](#)

**506.**

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[frogcatcher's solution](#)

**507.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[frogcatcher's solution](#)

**508.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, math  
[frogcatcher's solution](#)

**509.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,310 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[frogcatcher's solution](#)

**510.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[frogcatcher's solution](#)

**511.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[frogcatcher's solution](#)

**512.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[frogcatcher's solution](#)

**513.**

1491D

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

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[frogcatcher's solution](#)

**514.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[frogcatcher's solution](#)

**515.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[frogcatcher's solution](#)

**516.**

1466E

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

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

[frogcatcher's solution](#)

**517.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[frogcatcher's solution](#)

**518.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[frogcatcher's solution](#)

**519.**

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

flows, greedy, math

[frogcatcher's solution](#)

**520.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[frogcatcher's solution](#)

**521.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[frogcatcher's solution](#)

**522.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[frogcatcher's solution](#)

**523.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[frogcatcher's solution](#)

**524.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[frogcatcher's solution](#)

**525.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[frogcatcher's solution](#)

**526.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[frogcatcher's solution](#)

**527.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[frogcatcher's solution](#)

**528.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[frogcatcher's solution](#)

**529.**

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers  
[frogcatcher's solution](#)

### 530.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry  
[frogcatcher's solution](#)

### 531.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[frogcatcher's solution](#)

### 532.

1255E1

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

Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[frogcatcher's solution](#)

### 533.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[frogcatcher's solution](#)

### 534.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[frogcatcher's solution](#)

### 535.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[frogcatcher's solution](#)

### 536.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers  
[frogcatcher's solution](#)

### 537.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[frogcatcher's solution](#)

### 538.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings  
[frogcatcher's solution](#)

### 539.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings  
[frogcatcher's solution](#)

**540.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[frogcatcher's solution](#)

**541.**

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[frogcatcher's solution](#)

**542.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[frogcatcher's solution](#)

**543.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[frogcatcher's solution](#)

**544.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[frogcatcher's solution](#)

**545.**

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, probabilities

[frogcatcher's solution](#)

**546.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[frogcatcher's solution](#)

**547.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[frogcatcher's solution](#)

**548.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[frogcatcher's solution](#)

**549.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[frogcatcher's solution](#)

**550.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[frogcatcher's solution](#)

### 551.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[frogcatcher's solution](#)

### 552.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[frogcatcher's solution](#)

### 553.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2023-09-24 · MS C++ 2017 (first AC) · Tags: divide and conquer, geometry, sortings

[frogcatcher's solution](#)

### 554.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[frogcatcher's solution](#)

### 555.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[frogcatcher's solution](#)

### 556.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[frogcatcher's solution](#)

### 557.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[frogcatcher's solution](#)

### 558.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[frogcatcher's solution](#)

### 559.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[frogcatcher's solution](#)

### 560.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[frogcatcher's solution](#)

**561.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[frogcatcher's solution](#)

**562.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[frogcatcher's solution](#)

**563.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[frogcatcher's solution](#)

**564.**

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[frogcatcher's solution](#)

**565.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[frogcatcher's solution](#)

**566.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[frogcatcher's solution](#)

**567.**

1265D

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

Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[frogcatcher's solution](#)

**568.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[frogcatcher's solution](#)

**569.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[frogcatcher's solution](#)

**570.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[frogcatcher's solution](#)

**571.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[frogcatcher's solution](#)

**572.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[frogcatcher's solution](#)

**573.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[frogcatcher's solution](#)

**574.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[frogcatcher's solution](#)

**575.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[frogcatcher's solution](#)

**576.**

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[frogcatcher's solution](#)

**577.**

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[frogcatcher's solution](#)

**578.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[frogcatcher's solution](#)

**579.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[frogcatcher's solution](#)

**580.**

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[frogcatcher's solution](#)

**581.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[frogcatcher's solution](#)

**582.**

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: number theory, strings

[frogcatcher's solution](#)

**583.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[frogcatcher's solution](#)

**584.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[frogcatcher's solution](#)

**585.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[frogcatcher's solution](#)

**586.**

1153D

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

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[frogcatcher's solution](#)

**587.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[frogcatcher's solution](#)

**588.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · last AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[frogcatcher's solution](#)

**589.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · last AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[frogcatcher's solution](#)

**590.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[frogcatcher's solution](#)

**591.**

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[frogcatcher's solution](#)

**592.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · last AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[frogcatcher's solution](#)

**593.**

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: \*special, brute force, interactive

[frogcatcher's solution](#)

**594.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: \*special, graphs, implementation

[frogcatcher's solution](#)

**595.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[frogcatcher's solution](#)

**596.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

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**597.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

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**598.**

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[frogcatcher's solution](#)

**599.**

1459D

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

Rating: 2000 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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**600.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**601.**

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

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**602.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[frogcatcher's solution](#)

**603.**

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[frogcatcher's solution](#)

**604.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[frogcatcher's solution](#)

**605.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[frogcatcher's solution](#)

**606.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[frogcatcher's solution](#)

**607.**

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**608.**

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

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**609.**

1304E

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

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**610.**

1294F

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Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[frogcatcher's solution](#)

**611.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp  
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**612.**

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
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**613.**

1269D

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**614.**

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers  
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**615.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
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**616.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**617.**

1230E

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Rating: 2000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees  
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**618.**

1209E1

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Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
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**619.**

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
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**620.**

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees  
[frogcatcher's solution](#)

**621.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[frogcatcher's solution](#)

**622.**

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math

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**623.**

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games

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**624.**

1131D

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Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

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**625.**

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · last AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

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**626.**

1090K

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Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math

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**627.**

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**628.**

1090I

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Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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**629.**

1088D

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Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[frogcatcher's solution](#)

**630.**

1080D

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Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · last AC: 2018-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[frogcatcher's solution](#)

**631.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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**632.**

2119D

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[frogcatcher's solution](#)

**633.**

2031E

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**634.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[frogcatcher's solution](#)

**635.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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**636.**

1920E

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Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[frogcatcher's solution](#)

**637.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[frogcatcher's solution](#)

**638.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[frogcatcher's solution](#)

**639.**

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[frogcatcher's solution](#)

**640.**

1472G

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Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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**641.**

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[frogcatcher's solution](#)

**642.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[frogcatcher's solution](#)

**643.**

165D

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Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[frogcatcher's solution](#)

**644.**

319C

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Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-07-11 · last AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

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**645.**

1333D

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Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

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**646.**

1312E

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Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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**647.**

1322B

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Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-08 · last AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

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**648.**

1299C

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

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**649.**

1265E

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Quality: 4,522 global accepts · Rating: 2100 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

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**650.**

1278D

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**651.**

1266E

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**652.**

1203F1

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**653.**

1202C

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**654.**

1000E

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[frogcatcher's solution](#)

**655.**

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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**656.**

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[frogcatcher's solution](#)

**657.**

1070E

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Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[frogcatcher's solution](#)

**658.**

1040D

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Rating: 2100 · first AC: 2018-09-05 · last AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive

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**659.**

1028D

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**660.**

2108D

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**661.**

2013E

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Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

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**662.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
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**663.**

1918E

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Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings  
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**664.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths  
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**665.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
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**666.**

1515E

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Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
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**667.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

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**668.**

1474D

[Cleaning](#) · [Tutorial](#)

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**669.**

1467D

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Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
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**670.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy  
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**671.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**672.**

1468A

[LaIs](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
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**673.**

1398E

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

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
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**674.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
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**675.**

1338C

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**676.**

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers  
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**677.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory  
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**678.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
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**679.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees  
[frogcatcher's solution](#)

**680.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[frogcatcher's solution](#)

**681.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
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**682.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
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**683.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math  
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**684.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math  
[frogcatcher's solution](#)

**685.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive  
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**686.**

1117E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math  
[frogcatcher's solution](#)

**687.**

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities  
[frogcatcher's solution](#)

**688.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[frogcatcher's solution](#)

**689.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory  
[frogcatcher's solution](#)

**690.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing  
[frogcatcher's solution](#)

**691.**

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  
[frogcatcher's solution](#)

**692.**

1495C

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

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[frogcatcher's solution](#)

**693.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings  
[frogcatcher's solution](#)

**694.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation  
[frogcatcher's solution](#)

**695.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[frogcatcher's solution](#)

**696.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[frogcatcher's solution](#)

**697.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings  
[frogcatcher's solution](#)

**698.**

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[frogcatcher's solution](#)

**699.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math  
[frogcatcher's solution](#)

**700.**

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[frogcatcher's solution](#)

**701.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-17 · last AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[frogcatcher's solution](#)

**702.**

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[frogcatcher's solution](#)

**703.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[frogcatcher's solution](#)

**704.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[frogcatcher's solution](#)

**705.**

1491E

[Fib-tree](#) · [Tutorial](#)

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

[frogcatcher's solution](#)

**706.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[frogcatcher's solution](#)

**707.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[frogcatcher's solution](#)

**708.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[frogcatcher's solution](#)

**709.**

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[frogcatcher's solution](#)

**710.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[frogcatcher's solution](#)

**711.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[frogcatcher's solution](#)

**712.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[frogcatcher's solution](#)

**713.**

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[frogcatcher's solution](#)

**714.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy  
[frogcatcher's solution](#)

**715.**

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle  
[frogcatcher's solution](#)

**716.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings  
[frogcatcher's solution](#)

**717.**

1206E

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

Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive  
[frogcatcher's solution](#)

**718.**

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[frogcatcher's solution](#)

**719.**

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees  
[frogcatcher's solution](#)

**720.**

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[frogcatcher's solution](#)

**721.**

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures  
[frogcatcher's solution](#)

**722.**

1088E

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

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees  
[frogcatcher's solution](#)

**723.**

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-05-10 · last AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force,

constructive algorithms, greedy, hashing, strings

[frogcatcher's solution](#)

**724.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[frogcatcher's solution](#)

**725.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[frogcatcher's solution](#)

**726.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[frogcatcher's solution](#)

**727.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[frogcatcher's solution](#)

**728.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[frogcatcher's solution](#)

**729.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[frogcatcher's solution](#)

**730.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[frogcatcher's solution](#)

**731.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[frogcatcher's solution](#)

**732.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[frogcatcher's solution](#)

**733.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math  
[frogcatcher's solution](#)

**734.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive  
[frogcatcher's solution](#)

**735.**

1467E

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

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[frogcatcher's solution](#)

**736.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry  
[frogcatcher's solution](#)

**737.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers  
[frogcatcher's solution](#)

**738.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers  
[frogcatcher's solution](#)

**739.**

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: divide and conquer, dp  
[frogcatcher's solution](#)

**740.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees  
[frogcatcher's solution](#)

**741.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[frogcatcher's solution](#)

**742.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees  
[frogcatcher's solution](#)

**743.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[frogcatcher's solution](#)

**744.**

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[frogcatcher's solution](#)

**745.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[frogcatcher's solution](#)

**746.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[frogcatcher's solution](#)

**747.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[frogcatcher's solution](#)

**748.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[frogcatcher's solution](#)

**749.**

1521E

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

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[frogcatcher's solution](#)

**750.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[frogcatcher's solution](#)

**751.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[frogcatcher's solution](#)

**752.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[frogcatcher's solution](#)

**753.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[frogcatcher's solution](#)

**754.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[frogcatcher's solution](#)

**755.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[frogcatcher's solution](#)

**756.**

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[frogcatcher's solution](#)

**757.**

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[frogcatcher's solution](#)

**758.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[frogcatcher's solution](#)

**759.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-30 · last AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[frogcatcher's solution](#)

**760.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[frogcatcher's solution](#)

**761.**

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[frogcatcher's solution](#)

**762.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[frogcatcher's solution](#)

**763.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2018-11-29 · MS C++ (first AC) · Tags: data structures, greedy

[frogcatcher's solution](#)

**764.**

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-02 · Python 3 (first AC) · Tags: \*special, strings  
[frogcatcher's solution](#)

**765.**

1531D

[B 5CD0C#BCja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[frogcatcher's solution](#)

**766.**

1531E1

[B >D BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[frogcatcher's solution](#)

**767.**

1531E2

[B >D BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force  
[frogcatcher's solution](#)

**768.**

1531E3

[B >D BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: \*special, binary search  
[frogcatcher's solution](#)

**769.**

1531C

[B 8CÄieCTBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, dp  
[frogcatcher's solution](#)

**770.**

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[frogcatcher's solution](#)

**771.**

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[frogcatcher's solution](#)

**772.**

1531A

[At8CÔ3CT@#icolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation  
[frogcatcher's solution](#)

**773.**

102511D

[Circular DNA · Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**774.**

102511E

[Dead-End Detector · Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**775.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**776.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**777.**

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**778.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**779.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**780.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**781.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**782.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**783.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**784.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**785.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · Python 3 (first AC) · Tags: —  
[frogcatcher's solution](#)

**786.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**787.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**788.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**789.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**790.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**791.**

101630A

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

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**792.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**793.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**794.**

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**795.**

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**796.**

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**797.**

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**798.**

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**799.**

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**800.**

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**801.**

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**802.**

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**803.**

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**804.**

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**805.**

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**806.**

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**807.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**808.**

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**809.**

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**810.**

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**811.**

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**812.**

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**813.**

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**814.**

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**815.**

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**816.**

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**817.**

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**818.**

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**819.**

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[frogcatcher's solution](#)

**820.**

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**821.**

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**822.**

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**823.**

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**824.**

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**825.**

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, geometry, implementation  
[frogcatcher's solution](#)

**826.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[frogcatcher's solution](#)

**827.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[frogcatcher's solution](#)

**828.**

100213C

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**829.**

100213E

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

830.

100213H

[Saving Princess](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

831.

100213F

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

832.

100213I

[Radio Waves](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

833.

100213D

[Integer Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

834.

100213A

[Beer Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

835.

100281B

[A050a1D`GC0KCR HC ECÄ0D\\$K](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

836.

100281I

[AäBOTf BD5CD>D](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

837.

100281H

[A4SD;D4;CTA](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

838.

100281G

[A =D\\$8C`>C00 A4=D0](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

839.

100281F

[A-805D\\$K C" D >C\\$0C°](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

840.

100281D

[B-B0T=C00 C00 D BCT=C0C](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**841.**

100281C

[A000\\$D,,5D BC\\$8CP](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**842.**

100281E

[AD50i5C\\$>](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**843.**

1164F

[Regular Polygon \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[frogcatcher's solution](#)

**844.**

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[frogcatcher's solution](#)

**845.**

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[frogcatcher's solution](#)

**846.**

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[frogcatcher's solution](#)

**847.**

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[frogcatcher's solution](#)

**848.**

101688E

[A000\\$D K](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**849.**

101688C

[A500iCT@](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**850.**

101688B

[AD500iCt8D](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**851.**

101688A

[AD200i1C HC08](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**852.**

101680D

[A&C&AD\\$@D4:D\\$>D ?C,,;](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**853.**

101680B

[AÔUCDC'5C#>C' CÄ0Ct>CÔ:CP](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**854.**

101680A

[B Umicä@ Ct0CD0Dp](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**855.**

101191D

[Interactive lock](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**856.**

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**857.**

101191C

[Ancient CBS](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · MS C++ 2017 (first AC) · Tags: —  
[frogcatcher's solution](#)

**858.**

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**859.**

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**860.**

101191B

[Birches](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · MS C++ 2017 (first AC) · Tags: —  
[frogcatcher's solution](#)

**861.**

100100D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**862.**

102001J

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

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**863.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**864.**

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**865.**

100766B

[A000A0D\\$=C,,:](#)

Rating: — · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**866.**

100766A

[A 2D\\$>CÄ0D\\$8D!5D :C,,5 CD@D47DÄO](#)

Rating: — · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**867.**

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**868.**

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**869.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**870.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**871.**

100765E

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**872.**

100765G

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**873.**

100765D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**874.**

100765A

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**875.**

100765B

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**876.**

100861F

[Flight to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-11 · MS C++ (first AC) · Tags: —  
[frogcatcher's solution](#)

**877.**

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**878.**

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**879.**

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**880.**

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**881.**

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**882.**

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**883.**

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**884.**

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**885.**

100610G

[Gadgets Factory](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**886.**

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**887.**

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**888.**

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**889.**

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**890.**

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**891.**

100861C

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**892.**

100861K

[Klondike Gluon Rush](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**893.**

100861G

[Genesis Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**894.**

100861L

[Lucky Bonds](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

**895.**

100861B

[Bankrupt Broker](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[frogcatcher's solution](#)

