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# Unique solved — fuad720

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

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Filters: none

Count: 1,060

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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2.

2204A

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Quality: 21,761 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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3.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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4.

2158A

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Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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5.

2170A

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6.

2161A

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

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7.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

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8.

2167B

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9.

2167A

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**10.**

2156A

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

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**11.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**12.**

2143A

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**13.**

2137A

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**14.**

2131B

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**15.**

2131A

[Lever](#) · [Tutorial](#)

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**16.**

2127A

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Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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**17.**

2125A

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

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**18.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**19.**

2120A

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**20.**

2121B

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2121A

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2113A

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## 23.

1478A

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## 24.

2108A

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## 25.

2104A

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## 26.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

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## 27.

2094B

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2094A

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1944A

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**32.**

2051A

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**33.**

2055A

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**34.**

1900A

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**35.**

1777A

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**36.**

2022A

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**37.**

1030A

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**38.**

2010B

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**39.**

2010A

[Alternating Sum of Numbers](#) · [Tutorial](#)

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**40.**

1870A

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**41.**

1919B

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**42.**

1919A

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**43.**

1981A

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**44.**

1805B

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**45.**

1805A

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**46.**

1796A

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**47.**

1731A

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**48.**

1762A

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**49.**

1766A

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**50.**

1773F

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**51.**

1743B

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**52.**

1743A

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implementation, math

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**53.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,972 global accepts · Rating: 800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**54.**

1730A

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**55.**

1725A

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**56.**

1722C

[Word Game](#) · [Tutorial](#)

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**57.**

1722B

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**58.**

1722A

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Quality: 65,646 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**59.**

1709A

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**60.**

1706A

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**61.**

1703C

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1703B

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1703A

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1701B

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1701A

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**66.**

1699A

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Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**67.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

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**68.**

1686B

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**69.**

1686A

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**70.**

1698B

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**71.**

1698A

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**72.**

1696A

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**73.**

1700A

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**74.**

1695A

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**75.**

1692A

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Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-15 · last AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**76.**

1694A

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**77.**

1692C

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**78.**

1692B

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**79.**

1688A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · last AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

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**80.**

1689A

[Lex String](#) · [Tutorial](#)

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**81.**

1690A

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

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**82.**

1690B

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**83.**

1690C

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**84.**

1688B

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**85.**

1684B

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1684A

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**87.**

1681B

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**88.**

1681A

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**89.**

1682A

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1680B

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**91.**

1680A

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**92.**

1676C

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**93.**

1676B

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**94.**

1676A

[Lucky?](#) · [Tutorial](#)

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**95.**

1670A

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**96.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

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**97.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**98.**

1675A

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**99.**

1669C

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Quality: 41,484 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[fuad720's solution](#)

**100.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[fuad720's solution](#)

**101.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,565 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[fuad720's solution](#)

**102.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[fuad720's solution](#)

**103.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: math  
[fuad720's solution](#)

**104.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**105.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**106.**

443A

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

Quality: 112,082 global accepts · Rating: 800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[fuad720's solution](#)

**107.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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**108.**

1651B

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Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**109.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fuad720's solution](#)

**110.**

1582A

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Quality: 19,752 global accepts · Rating: 800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math

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**111.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[fuad720's solution](#)

**112.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[fuad720's solution](#)

**113.**

1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-06-13 · last AC: 2022-03-04 · GNU C++11 (first AC) · Tags: greedy

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**114.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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**115.**

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fuad720's solution](#)

**116.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fuad720's solution](#)

**117.**

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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**118.**

1644A

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Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**119.**

1635B

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**120.**

1635A

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Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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**121.**

1638A

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[fuad720's solution](#)

**122.**

1474A

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Quality: 23,359 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fuad720's solution](#)

**123.**

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fuad720's solution](#)

**124.**

1633B

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Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**125.**

1633A

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Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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**126.**

1632A

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Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**127.**

1629B

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**128.**

1629A

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**129.**

1626A

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**130.**

1625A

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**131.**

1624A

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Quality: 60,284 global accepts · Rating: 800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**132.**

1621A

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**133.**

1616A

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Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**134.**

1622A

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Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
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**135.**

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**136.**

1620A

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**137.**

1618B

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Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**138.**

1618A

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Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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**139.**

1591A

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**140.**

1589A

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[fuad720's solution](#)

**141.**

1605A

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**142.**

1607A

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Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[fuad720's solution](#)

**143.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fuad720's solution](#)

**144.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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**145.**

136A

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[fuad720's solution](#)

**146.**

1593A

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Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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**147.**

1598A

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Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[fuad720's solution](#)

**148.**

1594A

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Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

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**149.**

1592A

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**150.**

1579A

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Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings  
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**151.**

1574A

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**152.**

1473A

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Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings  
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**153.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings  
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**154.**

1573A

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**155.**

1569A

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Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**156.**

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**157.**

1551A

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Quality: 58,364 global accepts · Rating: 800 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**158.**

1560A

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**159.**

1560C

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**160.**

1560B

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Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

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**161.**

1554A

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**162.**

1557A

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**163.**

1549B

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

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[fuad720's solution](#)

**164.**

1549A

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

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**165.**

1536A

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Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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**166.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**167.**

1311A

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

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[fuad720's solution](#)

**168.**

1399A

[Remove Smallest](#) · [Tutorial](#)

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**169.**

1220A

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[fuad720's solution](#)

**170.**

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

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**171.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,020 global accepts · Rating: 800 · first AC: 2021-01-04 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, math  
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**172.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**173.**

1530B

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Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**174.**

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**175.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fuad720's solution](#)

**176.**

214A

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Quality: 42,925 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
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**177.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fuad720's solution](#)

**178.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2021-01-30 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[fuad720's solution](#)

**179.**

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[fuad720's solution](#)

**180.**

1547B

[Alphabetical Strings](#) · [Tutorial](#)

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
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**181.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

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[fuad720's solution](#)

**182.**

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**183.**

1426A

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Quality: 54,968 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fuad720's solution](#)

**184.**

1542A

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[fuad720's solution](#)

**185.**

41A

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Quality: 188,493 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**186.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,690 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**187.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2021-07-01 · Python 3 (first AC) · Tags: implementation

[fuad720's solution](#)

**188.**

818A

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**189.**

1250F

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**190.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,796 global accepts · Rating: 800 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: implementation, math

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**191.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: implementation

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**192.**

248A

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[fuad720's solution](#)

**193.**

144A

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[fuad720's solution](#)

**194.**

791A

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Quality: 257,290 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**195.**

734A

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Quality: 195,572 global accepts · Rating: 800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation, strings

[fuad720's solution](#)

**196.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,674 global accepts · Rating: 800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**197.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[fuad720's solution](#)

**198.**

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: greedy, math

[fuad720's solution](#)

**199.**

758A

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Quality: 75,316 global accepts · Rating: 800 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: implementation, math

[fuad720's solution](#)

**200.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**201.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,123 global accepts · Rating: 800 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[fuad720's solution](#)

**202.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy, math

[fuad720's solution](#)

**203.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[fuad720's solution](#)

**204.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: greedy

[fuad720's solution](#)

**205.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[fuad720's solution](#)

**206.**

1520A

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

Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[fuad720's solution](#)

**207.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[fuad720's solution](#)

**208.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**209.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[fuad720's solution](#)

**210.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,989 global accepts · Rating: 800 · first AC: 2021-01-22 · last AC: 2021-05-28 · GNU C++11 (first AC) · Tags: implementation, strings

[fuad720's solution](#)

**211.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: math

[fuad720's solution](#)

**212.**

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**213.**

546A

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

Quality: 235,257 global accepts · Rating: 800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[fuad720's solution](#)

**214.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: bitmasks

[fuad720's solution](#)

**215.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[fuad720's solution](#)

**216.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[fuad720's solution](#)

**217.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[fuad720's solution](#)

**218.**

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[fuad720's solution](#)

**219.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[fuad720's solution](#)

**220.**

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[fuad720's solution](#)

**221.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fuad720's solution](#)

**222.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[fuad720's solution](#)

**223.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: greedy, math  
[fuad720's solution](#)

**224.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · last AC: 2021-03-26 · GNU C++11 (first AC) · Tags: math  
[fuad720's solution](#)

**225.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[fuad720's solution](#)

**226.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-13 · last AC: 2021-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[fuad720's solution](#)

**227.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: greedy, math

[fuad720's solution](#)

**228.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings

[fuad720's solution](#)

**229.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[fuad720's solution](#)

**230.**

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: greedy, math

[fuad720's solution](#)

**231.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: games, greedy, strings

[fuad720's solution](#)

**232.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings

[fuad720's solution](#)

**233.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,415 global accepts · Rating: 800 · first AC: 2021-01-30 · last AC: 2021-01-30 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[fuad720's solution](#)

**234.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,424 global accepts · Rating: 800 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[fuad720's solution](#)

**235.**

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: brute force

[fuad720's solution](#)

**236.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[fuad720's solution](#)

**237.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,444 global accepts · Rating: 800 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: implementation, math

[fuad720's solution](#)

**238.**

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math

[fuad720's solution](#)

**239.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**240.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,322 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: brute force

[fuad720's solution](#)

**241.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,536 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**242.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,624 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**243.**

281A

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

Quality: 271,046 global accepts · Rating: 800 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: implementation, strings

[fuad720's solution](#)

**244.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,376 global accepts · Rating: 800 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**245.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,771 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force

[fuad720's solution](#)

**246.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,769 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[fuad720's solution](#)

**247.**

266B

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

Quality: 166,109 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[fuad720's solution](#)

## 248.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,072 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

## 249.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,790 global accepts · Rating: 800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: greedy, math

[fuad720's solution](#)

## 250.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: \*special, implementation

[fuad720's solution](#)

## 251.

231A

[Team](#) · [Tutorial](#)

Quality: 430,355 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, greedy

[fuad720's solution](#)

## 252.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,372 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: strings

[fuad720's solution](#)

## 253.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,475 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[fuad720's solution](#)

## 254.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[fuad720's solution](#)

## 255.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,493 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[fuad720's solution](#)

## 256.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fuad720's solution](#)

## 257.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[fuad720's solution](#)

**258.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
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**259.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**260.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
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**261.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation  
[fuad720's solution](#)

**262.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
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**263.**

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**264.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[fuad720's solution](#)

**265.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[fuad720's solution](#)

**266.**

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[fuad720's solution](#)

**267.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[fuad720's solution](#)

**268.**

373A

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

Quality: 11,466 global accepts · Rating: 900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fuad720's solution](#)

**269.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,373 global accepts · Rating: 900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[fuad720's solution](#)

**270.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,961 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[fuad720's solution](#)

**271.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fuad720's solution](#)

**272.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[fuad720's solution](#)

**273.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[fuad720's solution](#)

**274.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math  
[fuad720's solution](#)

**275.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[fuad720's solution](#)

**276.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,035 global accepts · Rating: 900 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[fuad720's solution](#)

**277.**

1471A

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

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
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**278.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math  
[fuad720's solution](#)

**279.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fuad720's solution](#)

**280.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[fuad720's solution](#)

**281.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**282.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[fuad720's solution](#)

**283.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,677 global accepts · Rating: 900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fuad720's solution](#)

**284.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[fuad720's solution](#)

**285.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[fuad720's solution](#)

**286.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fuad720's solution](#)

**287.**

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[fuad720's solution](#)

**288.**

205A

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

Quality: 25,230 global accepts · Rating: 900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fuad720's solution](#)

**289.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[fuad720's solution](#)

**290.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2021-06-30 · last AC: 2021-06-30 · Python 3 (first AC) · Tags: greedy

[fuad720's solution](#)

**291.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2021-06-30 · Python 3 (first AC) · Tags: brute force, greedy

[fuad720's solution](#)

**292.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2021-06-30 · Python 3 (first AC) · Tags: brute force, greedy, math

[fuad720's solution](#)

**293.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,475 global accepts · Rating: 900 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**294.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2021-06-22 · Python 3 (first AC) · Tags: strings

[fuad720's solution](#)

**295.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[fuad720's solution](#)

**296.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[fuad720's solution](#)

**297.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[fuad720's solution](#)

**298.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[fuad720's solution](#)

**299.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation, interactive

[fuad720's solution](#)

**300.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[fuad720's solution](#)

**301.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**302.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,266 global accepts · Rating: 900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, dp, math

[fuad720's solution](#)

**303.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[fuad720's solution](#)

**304.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[fuad720's solution](#)

**305.**

2167D

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

Quality: 30,214 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[fuad720's solution](#)

**306.**

2156B

[Strange Machine](#) · [Tutorial](#)

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

[fuad720's solution](#)

**307.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[fuad720's solution](#)

**308.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[fuad720's solution](#)

**309.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[fuad720's solution](#)

**310.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-06-02 · last AC: 2025-06-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[fuad720's solution](#)

**311.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[fuad720's solution](#)

**312.**

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[fuad720's solution](#)

**313.**

476A

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

Quality: 51,623 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[fuad720's solution](#)

**314.**

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[fuad720's solution](#)

**315.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[fuad720's solution](#)

**316.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[fuad720's solution](#)

**317.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[fuad720's solution](#)

**318.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[fuad720's solution](#)

**319.**

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[fuad720's solution](#)

**320.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[fuad720's solution](#)

**321.**

1690D

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

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[fuad720's solution](#)

**322.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[fuad720's solution](#)

**323.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[fuad720's solution](#)

**324.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[fuad720's solution](#)

**325.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[fuad720's solution](#)

**326.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fuad720's solution](#)

**327.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[fuad720's solution](#)

**328.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[fuad720's solution](#)

**329.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[fuad720's solution](#)

**330.**

1589B

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

Rating: 1000 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fuad720's solution](#)

**331.**

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fuad720's solution](#)

**332.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[fuad720's solution](#)

**333.**

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings  
[fuad720's solution](#)

**334.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[fuad720's solution](#)

**335.**

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fuad720's solution](#)

**336.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-09-20 · Python 3 (first AC) · Tags: brute force, math, number theory, strings  
[fuad720's solution](#)

**337.**

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fuad720's solution](#)

**338.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers  
[fuad720's solution](#)

**339.**

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[fuad720's solution](#)

**340.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fuad720's solution](#)

**341.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fuad720's solution](#)

**342.**

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fuad720's solution](#)

**343.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,818 global accepts · Rating: 1000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
[fuad720's solution](#)

**344.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[fuad720's solution](#)

**345.**

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fuad720's solution](#)

**346.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[fuad720's solution](#)

**347.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,513 global accepts · Rating: 1000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fuad720's solution](#)

**348.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fuad720's solution](#)

**349.**

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,426 global accepts · Rating: 1000 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: implementation  
[fuad720's solution](#)

**350.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: implementation, math  
[fuad720's solution](#)

**351.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: implementation, strings  
[fuad720's solution](#)

**352.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math  
[fuad720's solution](#)

**353.**

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms  
[fuad720's solution](#)

**354.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[fuad720's solution](#)

**355.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[fuad720's solution](#)

**356.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2021-05-13 · Python 3 (first AC) · Tags: implementation, strings

[fuad720's solution](#)

**357.**

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[fuad720's solution](#)

**358.**

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[fuad720's solution](#)

**359.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation, math

[fuad720's solution](#)

**360.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[fuad720's solution](#)

**361.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[fuad720's solution](#)

**362.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[fuad720's solution](#)

**363.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[fuad720's solution](#)

**364.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[fuad720's solution](#)

**365.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[fuad720's solution](#)

**366.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[fuad720's solution](#)

**367.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[fuad720's solution](#)

**368.**

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, implementation  
[fuad720's solution](#)

**369.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[fuad720's solution](#)

**370.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[fuad720's solution](#)

**371.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[fuad720's solution](#)

**372.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[fuad720's solution](#)

**373.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[fuad720's solution](#)

**374.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings  
[fuad720's solution](#)

**375.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[fuad720's solution](#)

**376.**

1686C

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

Quality: 1100 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[fuad720's solution](#)

**377.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[fuad720's solution](#)

**378.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fuad720's solution](#)

**379.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[fuad720's solution](#)

**380.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[fuad720's solution](#)

**381.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[fuad720's solution](#)

**382.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fuad720's solution](#)

**383.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fuad720's solution](#)

**384.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[fuad720's solution](#)

**385.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[fuad720's solution](#)

**386.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[fuad720's solution](#)

**387.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[fuad720's solution](#)

**388.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[fuad720's solution](#)

**389.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[fuad720's solution](#)

**390.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[fuad720's solution](#)

**391.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[fuad720's solution](#)

**392.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

**393.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fuad720's solution](#)

**394.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[fuad720's solution](#)

**395.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[fuad720's solution](#)

**396.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[fuad720's solution](#)

**397.**

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[fuad720's solution](#)

**398.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[fuad720's solution](#)

**399.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[fuad720's solution](#)

**400.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: implementation

[fuad720's solution](#)

**401.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[fuad720's solution](#)

**402.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[fuad720's solution](#)

**403.**

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,153 global accepts · Rating: 1100 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[fuad720's solution](#)

**404.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,292 global accepts · Rating: 1100 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[fuad720's solution](#)

**405.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[fuad720's solution](#)

**406.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[fuad720's solution](#)

**407.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[fuad720's solution](#)

**408.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[fuad720's solution](#)

**409.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fuad720's solution](#)

**410.**

2161C

[Loyalty](#) · [Tutorial](#)

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

[fuad720's solution](#)

**411.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[fuad720's solution](#)

**412.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fuad720's solution](#)

**413.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[fuad720's solution](#)

**414.**

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[fuad720's solution](#)

**415.**

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[fuad720's solution](#)

**416.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[fuad720's solution](#)

**417.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, two pointers

[fuad720's solution](#)

**418.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[fuad720's solution](#)

**419.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · last AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[fuad720's solution](#)

**420.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[fuad720's solution](#)

**421.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[fuad720's solution](#)

**422.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[fuad720's solution](#)

**423.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fuad720's solution](#)

**424.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-06-21 · Java 11 (first AC) · Tags: constructive algorithms, implementation, sortings

[fuad720's solution](#)

**425.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fuad720's solution](#)

**426.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[fuad720's solution](#)

**427.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[fuad720's solution](#)

**428.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[fuad720's solution](#)

**429.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation  
[fuad720's solution](#)

**430.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings  
[fuad720's solution](#)

**431.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math  
[fuad720's solution](#)

**432.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fuad720's solution](#)

**433.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[fuad720's solution](#)

**434.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[fuad720's solution](#)

**435.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fuad720's solution](#)

**436.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fuad720's solution](#)

**437.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[fuad720's solution](#)

**438.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[fuad720's solution](#)

**439.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fuad720's solution](#)

**440.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[fuad720's solution](#)

**441.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[fuad720's solution](#)

**442.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[fuad720's solution](#)

**443.**

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fuad720's solution](#)

**444.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[fuad720's solution](#)

**445.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[fuad720's solution](#)

**446.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[fuad720's solution](#)

**447.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[fuad720's solution](#)

**448.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[fuad720's solution](#)

**449.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[fuad720's solution](#)

**450.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[fuad720's solution](#)

**451.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[fuad720's solution](#)

**452.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[fuad720's solution](#)

**453.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[fuad720's solution](#)

**454.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[fuad720's solution](#)

**455.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[fuad720's solution](#)

**456.**

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[fuad720's solution](#)

**457.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[fuad720's solution](#)

**458.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[fuad720's solution](#)

**459.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[fuad720's solution](#)

**460.**

1470A

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

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[fuad720's solution](#)

**461.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[fuad720's solution](#)

**462.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[fuad720's solution](#)

**463.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[fuad720's solution](#)

**464.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[fuad720's solution](#)

**465.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[fuad720's solution](#)

**466.**

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fuad720's solution](#)

**467.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[fuad720's solution](#)

**468.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[fuad720's solution](#)

**469.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[fuad720's solution](#)

**470.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees  
[fuad720's solution](#)

**471.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[fuad720's solution](#)

**472.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings  
[fuad720's solution](#)

**473.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[fuad720's solution](#)

**474.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math  
[fuad720's solution](#)

**475.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[fuad720's solution](#)

**476.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[fuad720's solution](#)

**477.**

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[fuad720's solution](#)

**478.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[fuad720's solution](#)

**479.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search  
[fuad720's solution](#)

**480.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[fuad720's solution](#)

**481.**

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[fuad720's solution](#)

**482.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[fuad720's solution](#)

**483.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fuad720's solution](#)

**484.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[fuad720's solution](#)

**485.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[fuad720's solution](#)

**486.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[fuad720's solution](#)

**487.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[fuad720's solution](#)

**488.**

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[fuad720's solution](#)

**489.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[fuad720's solution](#)

**490.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[fuad720's solution](#)

**491.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[fuad720's solution](#)

**492.**

1769B2

[Aesop's Fable](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force, math

[fuad720's solution](#)

**493.**

2156C

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

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

[fuad720's solution](#)

**494.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,125 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[fuad720's solution](#)

**495.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[fuad720's solution](#)

**496.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[fuad720's solution](#)

**497.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[fuad720's solution](#)

**498.**

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[fuad720's solution](#)

**499.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[fuad720's solution](#)

**500.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[fuad720's solution](#)

**501.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation  
[fuad720's solution](#)

**502.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation  
[fuad720's solution](#)

**503.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[fuad720's solution](#)

**504.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings  
[fuad720's solution](#)

**505.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[fuad720's solution](#)

**506.**

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, math  
[fuad720's solution](#)

**507.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math  
[fuad720's solution](#)

**508.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[fuad720's solution](#)

**509.**

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[fuad720's solution](#)

**510.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[fuad720's solution](#)

**511.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[fuad720's solution](#)

**512.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation  
[fuad720's solution](#)

**513.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[fuad720's solution](#)

**514.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[fuad720's solution](#)

**515.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers  
[fuad720's solution](#)

**516.**

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[fuad720's solution](#)

**517.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[fuad720's solution](#)

**518.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[fuad720's solution](#)

**519.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math  
[fuad720's solution](#)

**520.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[fuad720's solution](#)

**521.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[fuad720's solution](#)

**522.**

1629C

[Meximum Array](#) · [Tutorial](#)

Quality: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[fuad720's solution](#)

**523.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[fuad720's solution](#)

**524.**

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[fuad720's solution](#)

**525.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[fuad720's solution](#)

**526.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[fuad720's solution](#)

**527.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[fuad720's solution](#)

**528.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[fuad720's solution](#)

**529.**

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[fuad720's solution](#)

**530.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[fuad720's solution](#)

**531.**

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fuad720's solution](#)

**532.**

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[fuad720's solution](#)

**533.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[fuad720's solution](#)

**534.**

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fuad720's solution](#)

**535.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[fuad720's solution](#)

**536.**

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[fuad720's solution](#)

**537.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory  
[fuad720's solution](#)

**538.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory  
[fuad720's solution](#)

**539.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees  
[fuad720's solution](#)

**540.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[fuad720's solution](#)

**541.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[fuad720's solution](#)

**542.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[fuad720's solution](#)

**543.**

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[fuad720's solution](#)

**544.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[fuad720's solution](#)

**545.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[fuad720's solution](#)

**546.**

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[fuad720's solution](#)

**547.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[fuad720's solution](#)

**548.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[fuad720's solution](#)

**549.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[fuad720's solution](#)

**550.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[fuad720's solution](#)

**551.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[fuad720's solution](#)

**552.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[fuad720's solution](#)

**553.**

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[fuad720's solution](#)

**554.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[fuad720's solution](#)

**555.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[fuad720's solution](#)

**556.**

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[fuad720's solution](#)

**557.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[fuad720's solution](#)

**558.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[fuad720's solution](#)

**559.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[fuad720's solution](#)

**560.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fuad720's solution](#)

**561.**

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[fuad720's solution](#)

**562.**

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[fuad720's solution](#)

**563.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[fuad720's solution](#)

**564.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[fuad720's solution](#)

**565.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[fuad720's solution](#)

**566.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[fuad720's solution](#)

**567.**

2207C

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

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[fuad720's solution](#)

**568.**

2207B

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

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[fuad720's solution](#)

**569.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[fuad720's solution](#)

**570.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[fuad720's solution](#)

**571.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, geometry, greedy, implementation

[fuad720's solution](#)

**572.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[fuad720's solution](#)

**573.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[fuad720's solution](#)

**574.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[fuad720's solution](#)

**575.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[fuad720's solution](#)

**576.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-12 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fuad720's solution](#)

**577.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[fuad720's solution](#)

**578.**

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[fuad720's solution](#)

**579.**

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[fuad720's solution](#)

**580.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[fuad720's solution](#)

**581.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[fuad720's solution](#)

**582.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[fuad720's solution](#)

**583.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[fuad720's solution](#)

**584.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[fuad720's solution](#)

**585.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation  
[fuad720's solution](#)

**586.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
[fuad720's solution](#)

**587.**

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[fuad720's solution](#)

**588.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees  
[fuad720's solution](#)

**589.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[fuad720's solution](#)

**590.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[fuad720's solution](#)

**591.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[fuad720's solution](#)

**592.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[fuad720's solution](#)

**593.**

1678C

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

Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[fuad720's solution](#)

**594.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[fuad720's solution](#)

**595.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[fuad720's solution](#)

**596.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[fuad720's solution](#)

**597.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fuad720's solution](#)

**598.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[fuad720's solution](#)

**599.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fuad720's solution](#)

**600.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[fuad720's solution](#)

**601.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[fuad720's solution](#)

**602.**

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[fuad720's solution](#)

**603.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[fuad720's solution](#)

**604.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[fuad720's solution](#)

**605.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fuad720's solution](#)

**606.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fuad720's solution](#)

**607.**

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fuad720's solution](#)

**608.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fuad720's solution](#)

**609.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[fuad720's solution](#)

**610.**

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-08-25 · last AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[fuad720's solution](#)

**611.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[fuad720's solution](#)

**612.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[fuad720's solution](#)

**613.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[fuad720's solution](#)

**614.**

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy  
[fuad720's solution](#)

**615.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: \*special, implementation, number theory  
[fuad720's solution](#)

**616.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[fuad720's solution](#)

**617.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[fuad720's solution](#)

**618.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[fuad720's solution](#)

**619.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math  
[fuad720's solution](#)

**620.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[fuad720's solution](#)

**621.**

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[fuad720's solution](#)

**622.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-06-12 · last AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[fuad720's solution](#)

**623.**

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[fuad720's solution](#)

**624.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[fuad720's solution](#)

**625.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[fuad720's solution](#)

**626.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[fuad720's solution](#)

**627.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2025-02-14 · last AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu

[fuad720's solution](#)

**628.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[fuad720's solution](#)

**629.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[fuad720's solution](#)

**630.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[fuad720's solution](#)

**631.**

1087D

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

Rating: 1700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees

[fuad720's solution](#)

**632.**

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fuad720's solution](#)

**633.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[fuad720's solution](#)

**634.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[fuad720's solution](#)

**635.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[fuad720's solution](#)

**636.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[fuad720's solution](#)

**637.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[fuad720's solution](#)

**638.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[fuad720's solution](#)

**639.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[fuad720's solution](#)

**640.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[fuad720's solution](#)

**641.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · last AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

data structures, dp, graphs, greedy, shortest paths

[fuad720's solution](#)

**642.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[fuad720's solution](#)

**643.**

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fuad720's solution](#)

**644.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[fuad720's solution](#)

**645.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[fuad720's solution](#)

**646.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[fuad720's solution](#)

**647.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[fuad720's solution](#)

**648.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[fuad720's solution](#)

**649.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[fuad720's solution](#)

**650.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[fuad720's solution](#)

**651.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fuad720's solution](#)

**652.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[fuad720's solution](#)

**653.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[fuad720's solution](#)

**654.**

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[fuad720's solution](#)

**655.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[fuad720's solution](#)

**656.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[fuad720's solution](#)

**657.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[fuad720's solution](#)

**658.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[fuad720's solution](#)

**659.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: games, math, number theory

[fuad720's solution](#)

**660.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[fuad720's solution](#)

**661.**

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[fuad720's solution](#)

**662.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[fuad720's solution](#)

**663.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[fuad720's solution](#)

**664.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[fuad720's solution](#)

**665.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[fuad720's solution](#)

**666.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[fuad720's solution](#)

**667.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[fuad720's solution](#)

**668.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[fuad720's solution](#)

**669.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[fuad720's solution](#)

**670.**

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[fuad720's solution](#)

**671.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[fuad720's solution](#)

**672.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[fuad720's solution](#)

**673.**

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[fuad720's solution](#)

**674.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[fuad720's solution](#)

**675.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[fuad720's solution](#)

**676.**

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[fuad720's solution](#)

**677.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[fuad720's solution](#)

**678.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[fuad720's solution](#)

**679.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[fuad720's solution](#)

**680.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[fuad720's solution](#)

**681.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[fuad720's solution](#)

**682.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[fuad720's solution](#)

**683.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[fuad720's solution](#)

**684.**

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[fuad720's solution](#)

**685.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[fuad720's solution](#)

**686.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[fuad720's solution](#)

**687.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[fuad720's solution](#)

**688.**

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[fuad720's solution](#)

**689.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fuad720's solution](#)

**690.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[fuad720's solution](#)

**691.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-08-08 · last AC: 2022-03-01 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[fuad720's solution](#)

**692.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[fuad720's solution](#)

**693.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[fuad720's solution](#)

**694.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[fuad720's solution](#)

**695.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[fuad720's solution](#)

**696.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[fuad720's solution](#)

**697.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[fuad720's solution](#)

**698.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[fuad720's solution](#)

**699.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

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**700.**

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[fuad720's solution](#)

**701.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[fuad720's solution](#)

**702.**

2190B2

[Sub-RBS \(Hard Version\) · Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

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**703.**

2174B

[Wishing Cards · Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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**704.**

2165B

[Marble Council · Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

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**705.**

2156D

[Find the Last Number · Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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**706.**

2138B

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

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

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**707.**

2137F

[Prefix Maximum Invariance · Tutorial](#)

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**708.**

2131F

[Unjust Binary Life · Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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**709.**

472D

[Design Tutorial: Inverse the Problem · Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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**710.**

2121G

[Gangsta · Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

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**711.**

2093G

[Shorten the Array · Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

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**712.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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**713.**

2094H

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Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[fuad720's solution](#)

**714.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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**715.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

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**716.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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**717.**

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, strings

[fuad720's solution](#)

**718.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

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**719.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[fuad720's solution](#)

**720.**

1895D

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[fuad720's solution](#)

**721.**

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms

[fuad720's solution](#)

**722.**

1949C

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

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**723.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

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

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**724.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[fuad720's solution](#)

**725.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**726.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

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**727.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**728.**

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

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**729.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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**730.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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**731.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[fuad720's solution](#)

**732.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[fuad720's solution](#)

**733.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[fuad720's solution](#)

**734.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[fuad720's solution](#)

**735.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

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**736.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[fuad720's solution](#)

**737.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[fuad720's solution](#)

**738.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[fuad720's solution](#)

**739.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · last AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[fuad720's solution](#)

**740.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[fuad720's solution](#)

**741.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[fuad720's solution](#)

**742.**

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[fuad720's solution](#)

**743.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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**744.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[fuad720's solution](#)

**745.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[fuad720's solution](#)

**746.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[fuad720's solution](#)

**747.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[fuad720's solution](#)

**748.**

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math

[fuad720's solution](#)

**749.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[fuad720's solution](#)

**750.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[fuad720's solution](#)

**751.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[fuad720's solution](#)

## 752.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[fuad720's solution](#)

## 753.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[fuad720's solution](#)

## 754.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
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## 755.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[fuad720's solution](#)

## 756.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics  
[fuad720's solution](#)

## 757.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[fuad720's solution](#)

## 758.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, trees  
[fuad720's solution](#)

## 759.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

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## 760.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

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## 761.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[fuad720's solution](#)

## 762.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[fuad720's solution](#)

## 763.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

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## 764.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

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## 765.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[fuad720's solution](#)

## 766.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[fuad720's solution](#)

## 767.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[fuad720's solution](#)

## 768.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[fuad720's solution](#)

## 769.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[fuad720's solution](#)

## 770.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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## 771.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[fuad720's solution](#)

## 772.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[fuad720's solution](#)

## 773.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

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## 774.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[fuad720's solution](#)

## 775.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[fuad720's solution](#)

## 776.

2150C

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Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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## 777.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

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## 778.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[fuad720's solution](#)

## 779.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · last AC: 2025-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[fuad720's solution](#)

## 780.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[fuad720's solution](#)

**781.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[fuad720's solution](#)

**782.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[fuad720's solution](#)

**783.**

1660F2

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

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, strings

[fuad720's solution](#)

**784.**

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[fuad720's solution](#)

**785.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-11-13 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[fuad720's solution](#)

**786.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[fuad720's solution](#)

**787.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[fuad720's solution](#)

**788.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[fuad720's solution](#)

**789.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[fuad720's solution](#)

**790.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[fuad720's solution](#)

**791.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[fuad720's solution](#)

**792.**

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[fuad720's solution](#)

**793.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[fuad720's solution](#)

**794.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[fuad720's solution](#)

**795.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[fuad720's solution](#)

**796.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[fuad720's solution](#)

**797.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[fuad720's solution](#)

**798.**

1906F

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

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

[fuad720's solution](#)

**799.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[fuad720's solution](#)

**800.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[fuad720's solution](#)

### 801.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[fuad720's solution](#)

### 802.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[fuad720's solution](#)

### 803.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[fuad720's solution](#)

### 804.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[fuad720's solution](#)

### 805.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[fuad720's solution](#)

### 806.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[fuad720's solution](#)

### 807.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[fuad720's solution](#)

### 808.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[fuad720's solution](#)

### 809.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[fuad720's solution](#)

**810.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[fuad720's solution](#)

**811.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[fuad720's solution](#)

**812.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[fuad720's solution](#)

**813.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[fuad720's solution](#)

**814.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[fuad720's solution](#)

**815.**

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[fuad720's solution](#)

**816.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[fuad720's solution](#)

**817.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[fuad720's solution](#)

**818.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[fuad720's solution](#)

**819.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[fuad720's solution](#)

**820.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[fuad720's solution](#)

**821.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[fuad720's solution](#)

**822.**

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[fuad720's solution](#)

**823.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[fuad720's solution](#)

**824.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[fuad720's solution](#)

**825.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[fuad720's solution](#)

**826.**

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[fuad720's solution](#)

**827.**

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing, graphs, implementation

[fuad720's solution](#)

**828.**

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[fuad720's solution](#)

**829.**

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[fuad720's solution](#)

**830.**

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[fuad720's solution](#)

**831.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[fuad720's solution](#)

**832.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[fuad720's solution](#)

**833.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[fuad720's solution](#)

**834.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[fuad720's solution](#)

**835.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[fuad720's solution](#)

**836.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[fuad720's solution](#)

**837.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[fuad720's solution](#)

**838.**

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[fuad720's solution](#)

**839.**

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[fuad720's solution](#)

**840.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices  
[fuad720's solution](#)

**841.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings  
[fuad720's solution](#)

**842.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[fuad720's solution](#)

**843.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory  
[fuad720's solution](#)

**844.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math  
[fuad720's solution](#)

**845.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees  
[fuad720's solution](#)

**846.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees  
[fuad720's solution](#)

**847.**

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory  
[fuad720's solution](#)

**848.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities  
[fuad720's solution](#)

**849.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math  
[fuad720's solution](#)

**850.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[fuad720's solution](#)

**851.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[fuad720's solution](#)

**852.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[fuad720's solution](#)

**853.**

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[fuad720's solution](#)

**854.**

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[fuad720's solution](#)

**855.**

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[fuad720's solution](#)

**856.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[fuad720's solution](#)

**857.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[fuad720's solution](#)

**858.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[fuad720's solution](#)

**859.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string

suffix structures, strings, two pointers

[fuad720's solution](#)

**860.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[fuad720's solution](#)

**861.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[fuad720's solution](#)

**862.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[fuad720's solution](#)

**863.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[fuad720's solution](#)

**864.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[fuad720's solution](#)

**865.**

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[fuad720's solution](#)

**866.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[fuad720's solution](#)

**867.**

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[fuad720's solution](#)

**868.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[fuad720's solution](#)

**869.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[fuad720's solution](#)

**870.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[fuad720's solution](#)

**871.**

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[fuad720's solution](#)

**872.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[fuad720's solution](#)

**873.**

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[fuad720's solution](#)

**874.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[fuad720's solution](#)

**875.**

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[fuad720's solution](#)

**876.**

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[fuad720's solution](#)

**877.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[fuad720's solution](#)

**878.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[fuad720's solution](#)

**879.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[fuad720's solution](#)

**880.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[fuad720's solution](#)

**881.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[fuad720's solution](#)

**882.**

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[fuad720's solution](#)

**883.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[fuad720's solution](#)

**884.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-07-30 · last AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[fuad720's solution](#)

**885.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[fuad720's solution](#)

**886.**

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[fuad720's solution](#)

**887.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[fuad720's solution](#)

**888.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest

paths, sortings, trees

[fuad720's solution](#)

**889.**

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[fuad720's solution](#)

**890.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[fuad720's solution](#)

**891.**

89D

[Space mines](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2500 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[fuad720's solution](#)

**892.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[fuad720's solution](#)

**893.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft

[fuad720's solution](#)

**894.**

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[fuad720's solution](#)

**895.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[fuad720's solution](#)

**896.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[fuad720's solution](#)

**897.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[fuad720's solution](#)

**898.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[fuad720's solution](#)

**899.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[fuad720's solution](#)

**900.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[fuad720's solution](#)

**901.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[fuad720's solution](#)

**902.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[fuad720's solution](#)

**903.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[fuad720's solution](#)

**904.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[fuad720's solution](#)

**905.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-10-01 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[fuad720's solution](#)

**906.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[fuad720's solution](#)

**907.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[fuad720's solution](#)

**908.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[fuad720's solution](#)

**909.**

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: trees  
[fuad720's solution](#)

**910.**

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings  
[fuad720's solution](#)

**911.**

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers  
[fuad720's solution](#)

**912.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees  
[fuad720's solution](#)

**913.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers  
[fuad720's solution](#)

**914.**

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[fuad720's solution](#)

**915.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[fuad720's solution](#)

**916.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities  
[fuad720's solution](#)

**917.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, number theory  
[fuad720's solution](#)

**918.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[fuad720's solution](#)

**919.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[fuad720's solution](#)

**920.**

1550E

[Stringforces · Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[fuad720's solution](#)

**921.**

1481E

[Sorting Books · Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[fuad720's solution](#)

**922.**

1521D

[Nastia Plays with a Tree · Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[fuad720's solution](#)

**923.**

1368E

[Ski Accidents · Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[fuad720's solution](#)

**924.**

1375E

[Inversion SwapSort · Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[fuad720's solution](#)

**925.**

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[fuad720's solution](#)

**926.**

911G

[Mass Change Queries · Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[fuad720's solution](#)

**927.**

1767E

[Algebra Flash · Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[fuad720's solution](#)

**928.**

1771F

[Hossam and Range Minimum Query · Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[fuad720's solution](#)

**929.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-05-07 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[fuad720's solution](#)

**930.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[fuad720's solution](#)

**931.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[fuad720's solution](#)

**932.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[fuad720's solution](#)

**933.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[fuad720's solution](#)

**934.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[fuad720's solution](#)

**935.**

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[fuad720's solution](#)

**936.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[fuad720's solution](#)

**937.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[fuad720's solution](#)

**938.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[fuad720's solution](#)

**939.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[fuad720's solution](#)

**940.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[fuad720's solution](#)

**941.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[fuad720's solution](#)

**942.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[fuad720's solution](#)

**943.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[fuad720's solution](#)

**944.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[fuad720's solution](#)

**945.**

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[fuad720's solution](#)

**946.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[fuad720's solution](#)

**947.**

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[fuad720's solution](#)

**948.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[fuad720's solution](#)

**949.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[fuad720's solution](#)

**950.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fuad720's solution](#)

**951.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[fuad720's solution](#)

**952.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[fuad720's solution](#)

**953.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[fuad720's solution](#)

**954.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[fuad720's solution](#)

**955.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[fuad720's solution](#)

**956.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[fuad720's solution](#)

**957.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[fuad720's solution](#)

**958.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[fuad720's solution](#)

### 959.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[fuad720's solution](#)

### 960.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[fuad720's solution](#)

### 961.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[fuad720's solution](#)

### 962.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,872 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[fuad720's solution](#)

### 963.

104282E

[XOR on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · last AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

### 964.

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fuad720's solution](#)

### 965.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special

[fuad720's solution](#)

### 966.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

### 967.

105505C

[Cindy's Christmas Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

### 968.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · last AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

**969.**

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

**970.**

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[fuad720's solution](#)

**971.**

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special

[fuad720's solution](#)

**972.**

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, brute force, greedy, math

[fuad720's solution](#)

**973.**

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: \*special, strings

[fuad720's solution](#)

**974.**

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, sortings

[fuad720's solution](#)

**975.**

105278E

[Chaves and habibi arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

**976.**

105278F

[Pacman or Shot](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

**977.**

105278M

[grinch](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

**978.**

105278I

[d-parkour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

**979.**

105278K

[Baby Chaves](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[fuad720's solution](#)

**980.**

105278G

[Chocolate Volcano](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**981.**

105278L

[Strobogrammatic](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**982.**

105278H

[Emblems](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**983.**

105278D

[Wise Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**984.**

105278C

[s-parkour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**985.**

105278B

[Missing LDAP](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**986.**

105278A

[Pacman and Russian Roulette](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**987.**

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**988.**

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**989.**

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**990.**

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[fuad720's solution](#)

**991.**

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[fuad720's solution](#)

**992.**

1959C

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

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, strings

[fuad720's solution](#)

**993.**

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, strings

[fuad720's solution](#)

**994.**

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[fuad720's solution](#)

**995.**

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[fuad720's solution](#)

**996.**

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, bitmasks, greedy

[fuad720's solution](#)

**997.**

1911D

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

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special

[fuad720's solution](#)

**998.**

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, sortings

[fuad720's solution](#)

**999.**

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[fuad720's solution](#)

**1000.**

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[fuad720's solution](#)

**1001.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, number theory

[fuad720's solution](#)

**1002.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special  
[fuad720's solution](#)

**1003.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation  
[fuad720's solution](#)

**1004.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math  
[fuad720's solution](#)

**1005.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[fuad720's solution](#)

**1006.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory  
[fuad720's solution](#)

**1007.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings  
[fuad720's solution](#)

**1008.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

**1009.**

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

**1010.**

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

**1011.**

103806A

[Pintando](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

**1012.**

103808B

[Desordenado](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1013.

102961Q

[Josephus Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1014.

102961P

[Josephus Problem I](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1015.

102961O

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1016.

102961N

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1017.

102961M

[Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1018.

102961J

[Missing Coin Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1019.

102961L

[Collecting Numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1020.

102961K

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

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1021.

102961I

[Stick Lengths](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1022.

102961H

[Maximum Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1023.

102961G

[Sum of Two Values](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[fuad720's solution](#)

### 1024.

102961F

[Movie Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1025.

102961E

[Restaurant Customers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1026.

102961D

[Concert Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1027.

102961C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1028.

102961B

[Apartments](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1029.

102961A

[Distinct Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1030.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-05-24 · Text (first AC) · Tags: \*special, constructive algorithms  
[fuad720's solution](#)

### 1031.

101212D

[One Punch Man](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1032.

103422C

[Charity](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1033.

103422B

[Gorbachev Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

### 1034.

103422A

[MLCS](#) · [Tutorial](#)

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

[fuad720's solution](#)

**1035.**

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math  
[fuad720's solution](#)

**1036.**

1663B

[Mike's Sequence · Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math  
[fuad720's solution](#)

**1037.**

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, trees  
[fuad720's solution](#)

**1038.**

101201A

[Alphabet · Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[fuad720's solution](#)

**1039.**

102644C

[Fibonacci · Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

**1040.**

102644B

[String Mood · Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fuad720's solution](#)

**1041.**

102644A

[Random Mood · Tutorial](#)

Rating: — · first AC: 2021-06-23 · last AC: 2021-12-29 · Python 3 (first AC) · Tags: —  
[fuad720's solution](#)

**1042.**

1570A

[A+B \(Trial Problem\) · Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special  
[fuad720's solution](#)

**1043.**

1331A

[Is it rated? · Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[fuad720's solution](#)

**1044.**

1028923

[Infectious Letters · Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[fuad720's solution](#)

**1045.**

1028922

[Egocentric Subarrays · Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[fuad720's solution](#)

**1046.**

1028921

[Unique Elements](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[fuad720's solution](#)

**1047.**

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[fuad720's solution](#)

**1048.**

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[fuad720's solution](#)

**1049.**

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math

[fuad720's solution](#)

**1050.**

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[fuad720's solution](#)

**1051.**

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[fuad720's solution](#)

**1052.**

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: \*special, math

[fuad720's solution](#)

**1053.**

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: \*special

[fuad720's solution](#)

**1054.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[fuad720's solution](#)

**1055.**

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[fuad720's solution](#)

**1056.**

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: —

[fuad720's solution](#)

**1057.**

102397C

[The Ending Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —

[fuad720's solution](#)

**1058.**

102397B

[Calculate The Area](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —

[fuad720's solution](#)

**1059.**

102397A

[Bashar and SHAWERMA!](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —

[fuad720's solution](#)

**1060.**

102697001

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

Rating: — · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —

[fuad720's solution](#)