

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

<https://cfelitetracker.vercel.app>

Unique solved — hank55663

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

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

Filters: none

Count: 5,223

1.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,832 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

2.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[hank55663's solution](#)

3.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[hank55663's solution](#)

4.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,757 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[hank55663's solution](#)

5.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[hank55663's solution](#)

6.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[hank55663's solution](#)

7.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[hank55663's solution](#)

8.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,942 global accepts · Rating: 800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[hank55663's solution](#)

9.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

10.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

11.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[hank55663's solution](#)

12.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,102 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[hank55663's solution](#)

13.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[hank55663's solution](#)

14.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

15.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[hank55663's solution](#)

16.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

17.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[hank55663's solution](#)

18.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

19.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[hank55663's solution](#)

20.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[hank55663's solution](#)

21.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

22.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[hank55663's solution](#)

23.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[hank55663's solution](#)

24.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

25.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

26.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

27.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

28.

1929A

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

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

[hank55663's solution](#)

29.

1929B

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

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

[hank55663's solution](#)

30.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

31.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hank55663's solution](#)

32.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[hank55663's solution](#)

33.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[hank55663's solution](#)

34.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

35.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,615 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[hank55663's solution](#)

36.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[hank55663's solution](#)

37.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[hank55663's solution](#)

38.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[hank55663's solution](#)

39.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

40.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[hank55663's solution](#)

41.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

42.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

43.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hank55663's solution](#)

44.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,654 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[hank55663's solution](#)

45.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
[hank55663's solution](#)

46.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[hank55663's solution](#)

47.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

48.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[hank55663's solution](#)

49.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

50.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[hank55663's solution](#)

51.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[hank55663's solution](#)

52.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[hank55663's solution](#)

53.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

54.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[hank55663's solution](#)

55.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hank55663's solution](#)

56.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

57.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

58.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

59.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings
[hank55663's solution](#)

60.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

61.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

62.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[hank55663's solution](#)

63.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[hank55663's solution](#)

64.

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,710 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[hank55663's solution](#)

65.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

66.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[hank55663's solution](#)

67.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

68.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

69.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

70.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hank55663's solution](#)

71.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,598 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[hank55663's solution](#)

72.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

73.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[hank55663's solution](#)

74.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings
[hank55663's solution](#)

75.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[hank55663's solution](#)

76.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

77.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[hank55663's solution](#)

78.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

79.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[hank55663's solution](#)

80.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hank55663's solution](#)

81.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

82.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[hank55663's solution](#)

83.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[hank55663's solution](#)

84.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hank55663's solution](#)

85.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hank55663's solution](#)

86.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[hank55663's solution](#)

87.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

88.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[hank55663's solution](#)

89.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hank55663's solution](#)

90.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

91.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[hank55663's solution](#)

92.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[hank55663's solution](#)

93.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

94.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[hank55663's solution](#)

95.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[hank55663's solution](#)

96.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

97.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[hank55663's solution](#)

98.

1690C

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

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[hank55663's solution](#)

99.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

100.

1690A

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

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

101.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

102.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

103.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[hank55663's solution](#)

104.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

105.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[hank55663's solution](#)

106.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[hank55663's solution](#)

107.

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

108.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[hank55663's solution](#)

109.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

110.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math
[hank55663's solution](#)

111.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

112.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

113.

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[hank55663's solution](#)

114.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[hank55663's solution](#)

115.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[hank55663's solution](#)

116.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

117.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

118.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[hank55663's solution](#)

119.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[hank55663's solution](#)

120.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

121.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

122.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

123.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

124.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[hank55663's solution](#)

125.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

126.

1644B

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

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[hank55663's solution](#)

127.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

128.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[hank55663's solution](#)

129.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[hank55663's solution](#)

130.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

131.

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
[hank55663's solution](#)

132.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

133.

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

134.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,819 global accepts · Rating: 800 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

135.

1625A

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

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[hank55663's solution](#)

136.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

137.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

138.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

139.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

140.

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[hank55663's solution](#)

141.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

142.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hank55663's solution](#)

143.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[hank55663's solution](#)

144.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hank55663's solution](#)

145.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[hank55663's solution](#)

146.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[hank55663's solution](#)

147.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

148.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

149.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

150.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[hank55663's solution](#)

151.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[hank55663's solution](#)

152.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[hank55663's solution](#)

153.

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

154.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[hank55663's solution](#)

155.

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[hank55663's solution](#)

156.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[hank55663's solution](#)

157.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[hank55663's solution](#)

158.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[hank55663's solution](#)

159.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

160.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

161.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

162.

1560A

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

Quality: 73,510 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

163.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[hank55663's solution](#)

164.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

165.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

166.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

167.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[hank55663's solution](#)

168.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

169.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,353 global accepts · Rating: 800 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

170.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

171.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

172.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

173.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,092 global accepts · Rating: 800 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

174.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[hank55663's solution](#)

175.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

176.

1530A

[Binary Decimal](#) · [Tutorial](#)

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

[hank55663's solution](#)

177.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

178.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[hank55663's solution](#)

179.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

180.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

181.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

182.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

183.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

184.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[hank55663's solution](#)

185.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[hank55663's solution](#)

186.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

187.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

188.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[hank55663's solution](#)

189.

1527A

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

Quality: 41,902 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[hank55663's solution](#)

190.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

191.

1520A

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

Quality: 58,455 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

192.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

193.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

194.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[hank55663's solution](#)

195.

1519A

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

Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

196.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

197.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

198.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

199.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

200.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

201.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

202.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[hank55663's solution](#)

203.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[hank55663's solution](#)

204.

1491A

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

Quality: 19,027 global accepts · Rating: 800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

205.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

206.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

207.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

208.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

209.

1473A

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

Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[hank55663's solution](#)

210.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

211.

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

212.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

213.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

214.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[hank55663's solution](#)

215.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[hank55663's solution](#)

216.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[hank55663's solution](#)

217.

1462A

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

Quality: 48,961 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[hank55663's solution](#)

218.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

219.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

220.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[hank55663's solution](#)

221.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

222.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

223.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

224.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[hank55663's solution](#)

225.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

226.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[hank55663's solution](#)

227.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

228.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

229.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

230.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[hank55663's solution](#)

231.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

232.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

233.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,644 global accepts · Rating: 800 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

234.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[hank55663's solution](#)

235.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

236.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

237.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hank55663's solution](#)

238.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

239.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,957 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

240.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[hank55663's solution](#)

241.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[hank55663's solution](#)

242.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[hank55663's solution](#)

243.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

244.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[hank55663's solution](#)

245.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[hank55663's solution](#)

246.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

247.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

248.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

249.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

250.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

251.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

252.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[hank55663's solution](#)

253.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

254.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[hank55663's solution](#)

255.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[hank55663's solution](#)

256.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[hank55663's solution](#)

257.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[hank55663's solution](#)

258.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

259.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

260.

1374A

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

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

261.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hank55663's solution](#)

262.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,254 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[hank55663's solution](#)

263.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

264.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,088 global accepts · Rating: 800 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

265.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

266.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,122 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

267.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

268.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

269.

1335A

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

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

270.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

271.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

272.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

273.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[hank55663's solution](#)

274.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

275.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

276.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
[hank55663's solution](#)

277.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

278.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[hank55663's solution](#)

279.

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

280.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

281.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

282.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

283.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,702 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

284.

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

285.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

286.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

287.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[hank55663's solution](#)

288.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

289.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

290.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

291.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[hank55663's solution](#)

292.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

293.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

294.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

295.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

296.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

297.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

298.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

299.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

300.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[hank55663's solution](#)

301.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

302.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

303.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

304.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,553 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

305.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[hank55663's solution](#)

306.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[hank55663's solution](#)

307.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[hank55663's solution](#)

308.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

309.

723A

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

Quality: 100,710 global accepts · Rating: 800 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[hank55663's solution](#)

310.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[hank55663's solution](#)

311.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[hank55663's solution](#)

312.

731A

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

Quality: 53,206 global accepts · Rating: 800 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

313.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[hank55663's solution](#)

314.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

315.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

316.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[hank55663's solution](#)

317.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

318.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

319.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,303 global accepts · Rating: 800 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

320.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

321.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

322.

822A

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

Quality: 36,807 global accepts · Rating: 800 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[hank55663's solution](#)

323.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

324.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[hank55663's solution](#)

325.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hank55663's solution](#)

326.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[hank55663's solution](#)

327.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

328.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

329.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

330.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[hank55663's solution](#)

331.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[hank55663's solution](#)

332.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[hank55663's solution](#)

333.

935A

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

Quality: 47,233 global accepts · Rating: 800 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

334.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

335.

959A

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

Quality: 55,666 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[hank55663's solution](#)

336.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

337.

1154A

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

Quality: 87,060 global accepts · Rating: 800 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

338.

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

339.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

340.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[hank55663's solution](#)

341.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

342.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

343.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

344.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

345.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

346.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

347.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

348.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[hank55663's solution](#)

349.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,327 global accepts · Rating: 800 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

350.

992A

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

Quality: 14,316 global accepts · Rating: 800 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[hank55663's solution](#)

351.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

352.

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

353.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

354.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

355.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

356.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[hank55663's solution](#)

357.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,489 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

358.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

359.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

360.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[hank55663's solution](#)

361.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[hank55663's solution](#)

362.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

363.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

364.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

365.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

366.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[hank55663's solution](#)

367.

101911I

[Heist](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

368.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

369.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

370.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

371.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

372.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

373.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

374.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

375.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

376.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,489 global accepts · Rating: 800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

377.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,497 global accepts · Rating: 800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

378.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

379.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

380.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hank55663's solution](#)

381.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[hank55663's solution](#)

382.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

383.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: geometry, implementation
[hank55663's solution](#)

384.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation
[hank55663's solution](#)

385.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: implementation
[hank55663's solution](#)

386.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,341 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hank55663's solution](#)

387.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: implementation
[hank55663's solution](#)

388.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[hank55663's solution](#)

389.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: games, math

[hank55663's solution](#)

390.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: implementation, math

[hank55663's solution](#)

391.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

392.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

393.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[hank55663's solution](#)

394.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

395.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[hank55663's solution](#)

396.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[hank55663's solution](#)

397.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[hank55663's solution](#)

398.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: implementation

[hank55663's solution](#)

399.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

400.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation
[hank55663's solution](#)

401.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

402.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation
[hank55663's solution](#)

403.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: implementation
[hank55663's solution](#)

404.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

405.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,557 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: implementation
[hank55663's solution](#)

406.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
[hank55663's solution](#)

407.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,134 global accepts · Rating: 800 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: implementation, math
[hank55663's solution](#)

408.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,771 global accepts · Rating: 800 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: math, number theory
[hank55663's solution](#)

409.

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2014-09-24 · GNU C++0x (first AC) · Tags: implementation
[hank55663's solution](#)

410.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

411.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[hank55663's solution](#)

412.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[hank55663's solution](#)

413.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[hank55663's solution](#)

414.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

415.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[hank55663's solution](#)

416.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

417.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

418.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

419.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

420.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hank55663's solution](#)

421.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[hank55663's solution](#)

422.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

423.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hank55663's solution](#)

424.

1709B

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

Quality: 25,839 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[hank55663's solution](#)

425.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[hank55663's solution](#)

426.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hank55663's solution](#)

427.

1696B

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

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hank55663's solution](#)

428.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

429.

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

[hank55663's solution](#)

430.

1665B

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

Quality: 32,893 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hank55663's solution](#)

431.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

432.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,937 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

433.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hank55663's solution](#)

434.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[hank55663's solution](#)

435.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

436.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

437.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[hank55663's solution](#)

438.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[hank55663's solution](#)

439.

1593B

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

Quality: 40,644 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[hank55663's solution](#)

440.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

441.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[hank55663's solution](#)

442.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

443.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[hank55663's solution](#)

444.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

445.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

446.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[hank55663's solution](#)

447.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

448.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[hank55663's solution](#)

449.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

450.

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[hank55663's solution](#)

451.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

452.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

453.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

454.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

455.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

456.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

457.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[hank55663's solution](#)

458.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[hank55663's solution](#)

459.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

460.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

461.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

462.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[hank55663's solution](#)

463.

1427A

[Avoiding Zero](#) · [Tutorial](#)

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

[hank55663's solution](#)

464.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

465.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[hank55663's solution](#)

466.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

467.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[hank55663's solution](#)

468.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,069 global accepts · Rating: 900 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[hank55663's solution](#)

469.

1374B

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

Quality: 71,581 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

470.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,674 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[hank55663's solution](#)

471.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

472.

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

473.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

474.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[hank55663's solution](#)

475.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

476.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

477.

1295A

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

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

[hank55663's solution](#)

478.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[hank55663's solution](#)

479.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

480.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

481.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

482.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[hank55663's solution](#)

483.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

484.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

485.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

486.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

487.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

488.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

489.

1208A

[XORinacci](#) · [Tutorial](#)

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

[hank55663's solution](#)

490.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

491.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[hank55663's solution](#)

492.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 900 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

493.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

494.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

495.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

496.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[hank55663's solution](#)

497.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

498.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

499.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[hank55663's solution](#)

500.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

501.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

502.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

503.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

504.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

505.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

506.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

507.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[hank55663's solution](#)

508.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

509.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

510.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

511.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

512.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

513.

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

514.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[hank55663's solution](#)

515.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

516.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

517.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,385 global accepts · Rating: 900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[hank55663's solution](#)

518.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

519.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

520.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[hank55663's solution](#)

521.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

522.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

523.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[hank55663's solution](#)

524.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[hank55663's solution](#)

525.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

526.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

527.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

528.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[hank55663's solution](#)

529.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

530.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

531.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · GNU C++ (first AC) · Tags: implementation

[hank55663's solution](#)

532.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math

[hank55663's solution](#)

533.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

534.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

535.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[hank55663's solution](#)

536.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[hank55663's solution](#)

537.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[hank55663's solution](#)

538.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

539.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,215 global accepts · Rating: 900 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: math

[hank55663's solution](#)

540.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,677 global accepts · Rating: 900 · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

541.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

542.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

543.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

544.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[hank55663's solution](#)

545.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[hank55663's solution](#)

546.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

547.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[hank55663's solution](#)

548.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[hank55663's solution](#)

549.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,237 global accepts · Rating: 1000 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

550.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[hank55663's solution](#)

551.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[hank55663's solution](#)

552.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

553.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[hank55663's solution](#)

554.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

555.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

556.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[hank55663's solution](#)

557.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

558.

1785A

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

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

[hank55663's solution](#)

559.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[hank55663's solution](#)

560.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[hank55663's solution](#)

561.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

562.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[hank55663's solution](#)

563.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

564.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

565.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

566.

1725B

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

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[hank55663's solution](#)

567.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

568.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hank55663's solution](#)

569.

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

[hank55663's solution](#)

570.

1690D

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

Quality: 47,026 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[hank55663's solution](#)

571.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[hank55663's solution](#)

572.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[hank55663's solution](#)

573.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[hank55663's solution](#)

574.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hank55663's solution](#)

575.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

576.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[hank55663's solution](#)

577.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[hank55663's solution](#)

578.

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[hank55663's solution](#)

579.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

580.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[hank55663's solution](#)

581.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

582.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[hank55663's solution](#)

583.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

584.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

585.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[hank55663's solution](#)

586.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[hank55663's solution](#)

587.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[hank55663's solution](#)

588.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[hank55663's solution](#)

589.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[hank55663's solution](#)

590.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

591.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

592.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[hank55663's solution](#)

593.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[hank55663's solution](#)

594.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[hank55663's solution](#)

595.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[hank55663's solution](#)

596.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[hank55663's solution](#)

597.

1474B

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

Quality: 40,325 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[hank55663's solution](#)

598.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[hank55663's solution](#)

599.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

600.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

601.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

602.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[hank55663's solution](#)

603.

1438B

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

Quality: 29,069 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hank55663's solution](#)

604.

1430C

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

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[hank55663's solution](#)

605.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,846 global accepts · Rating: 1000 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

606.

1419D1

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

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[hank55663's solution](#)

607.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

608.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

609.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

610.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[hank55663's solution](#)

611.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

612.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

613.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

614.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

615.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

616.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

617.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[hank55663's solution](#)

618.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

619.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[hank55663's solution](#)

620.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[hank55663's solution](#)

621.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

622.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[hank55663's solution](#)

623.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

624.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[hank55663's solution](#)

625.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

626.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

627.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

628.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

629.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

630.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

631.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

632.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[hank55663's solution](#)

633.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[hank55663's solution](#)

634.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

635.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

636.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[hank55663's solution](#)

637.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

638.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

639.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math
[hank55663's solution](#)

640.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

641.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[hank55663's solution](#)

642.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

643.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[hank55663's solution](#)

644.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[hank55663's solution](#)

645.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[hank55663's solution](#)

646.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[hank55663's solution](#)

647.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

648.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[hank55663's solution](#)

649.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[hank55663's solution](#)

650.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

651.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[hank55663's solution](#)

652.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

653.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

654.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hank55663's solution](#)

655.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[hank55663's solution](#)

656.

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[hank55663's solution](#)

657.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

658.

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[hank55663's solution](#)

659.

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[hank55663's solution](#)

660.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[hank55663's solution](#)

661.

1144C

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

Quality: 16,362 global accepts · Rating: 1000 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[hank55663's solution](#)

662.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[hank55663's solution](#)

663.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

664.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

665.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

666.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

667.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

668.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,700 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

669.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[hank55663's solution](#)

670.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

671.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

672.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

673.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

674.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

675.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

676.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

677.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

678.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

679.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

680.

101911J

[Buying a TV Set](#) · [Tutorial](#)

Quality: 1000 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

681.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

682.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

683.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

684.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[hank55663's solution](#)

685.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

686.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

687.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

688.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hank55663's solution](#)

689.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

690.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

691.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

692.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: implementation, math

[hank55663's solution](#)

693.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

694.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[hank55663's solution](#)

695.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[hank55663's solution](#)

696.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

697.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

698.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,242 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

699.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[hank55663's solution](#)

700.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math

[hank55663's solution](#)

701.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

702.

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: implementation, math

[hank55663's solution](#)

703.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

704.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hank55663's solution](#)

705.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

706.

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

707.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[hank55663's solution](#)

708.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hank55663's solution](#)

709.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

710.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

711.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hank55663's solution](#)

712.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[hank55663's solution](#)

713.

1917B

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

Quality: 36,353 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[hank55663's solution](#)

714.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[hank55663's solution](#)

715.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

716.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[hank55663's solution](#)

717.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[hank55663's solution](#)

718.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[hank55663's solution](#)

719.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,490 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[hank55663's solution](#)

720.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

721.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[hank55663's solution](#)

722.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

723.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

724.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

725.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[hank55663's solution](#)

726.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

727.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[hank55663's solution](#)

728.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[hank55663's solution](#)

729.

1673B

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

Quality: 21,772 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[hank55663's solution](#)

730.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[hank55663's solution](#)

731.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[hank55663's solution](#)

732.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings
[hank55663's solution](#)

733.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[hank55663's solution](#)

734.

1624C

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

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[hank55663's solution](#)

735.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[hank55663's solution](#)

736.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[hank55663's solution](#)

737.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,401 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[hank55663's solution](#)

738.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

739.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[hank55663's solution](#)

740.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[hank55663's solution](#)

741.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[hank55663's solution](#)

742.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[hank55663's solution](#)

743.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[hank55663's solution](#)

744.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

745.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[hank55663's solution](#)

746.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

747.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,400 global accepts · Rating: 1100 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[hank55663's solution](#)

748.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

749.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[hank55663's solution](#)

750.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

751.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

752.

1511C

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

Quality: 32,808 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[hank55663's solution](#)

753.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[hank55663's solution](#)

754.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[hank55663's solution](#)

755.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

756.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[hank55663's solution](#)

757.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[hank55663's solution](#)

758.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,926 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

759.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

760.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[hank55663's solution](#)

761.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

762.

1407A

[Ahahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

763.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

764.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[hank55663's solution](#)

765.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[hank55663's solution](#)

766.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

767.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

768.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

769.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[hank55663's solution](#)

770.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[hank55663's solution](#)

771.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,782 global accepts · Rating: 1100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[hank55663's solution](#)

772.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[hank55663's solution](#)

773.

1335C

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

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[hank55663's solution](#)

774.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

775.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

776.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

777.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

778.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[hank55663's solution](#)

779.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[hank55663's solution](#)

780.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[hank55663's solution](#)

781.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

782.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[hank55663's solution](#)

783.

706B

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

Quality: 84,437 global accepts · Rating: 1100 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[hank55663's solution](#)

784.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

785.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

786.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

787.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[hank55663's solution](#)

788.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

789.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[hank55663's solution](#)

790.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings
[hank55663's solution](#)

791.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings
[hank55663's solution](#)

792.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

793.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

794.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[hank55663's solution](#)

795.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[hank55663's solution](#)

796.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

797.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[hank55663's solution](#)

798.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

799.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

800.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

801.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

802.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

803.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

804.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

805.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

806.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[hank55663's solution](#)

807.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

808.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[hank55663's solution](#)

809.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[hank55663's solution](#)

810.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[hank55663's solution](#)

811.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

812.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

813.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

814.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

815.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hank55663's solution](#)

816.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[hank55663's solution](#)

817.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

818.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

819.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

820.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[hank55663's solution](#)

821.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

822.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

823.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

[hank55663's solution](#)

824.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math

[hank55663's solution](#)

825.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

826.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

827.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: greedy

[hank55663's solution](#)

828.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

829.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · last AC: 2017-06-09 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

830.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

831.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[hank55663's solution](#)

832.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

833.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

834.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math

[hank55663's solution](#)

835.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[hank55663's solution](#)

836.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

837.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, math

[hank55663's solution](#)

838.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

839.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: brute force

[hank55663's solution](#)

840.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

841.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: brute force

[hank55663's solution](#)

842.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[hank55663's solution](#)

843.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,187 global accepts · Rating: 1100 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

844.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

845.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

846.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[hank55663's solution](#)

847.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[hank55663's solution](#)

848.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[hank55663's solution](#)

849.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

850.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[hank55663's solution](#)

851.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[hank55663's solution](#)

852.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[hank55663's solution](#)

853.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[hank55663's solution](#)

854.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[hank55663's solution](#)

855.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[hank55663's solution](#)

856.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[hank55663's solution](#)

857.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[hank55663's solution](#)

858.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[hank55663's solution](#)

859.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[hank55663's solution](#)

860.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[hank55663's solution](#)

861.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[hank55663's solution](#)

862.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[hank55663's solution](#)

863.

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[hank55663's solution](#)

864.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

865.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

866.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[hank55663's solution](#)

867.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hank55663's solution](#)

868.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[hank55663's solution](#)

869.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

870.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hank55663's solution](#)

871.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

872.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

873.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

874.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[hank55663's solution](#)

875.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[hank55663's solution](#)

876.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[hank55663's solution](#)

877.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

878.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[hank55663's solution](#)

879.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[hank55663's solution](#)

880.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[hank55663's solution](#)

881.

1635C

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

Quality: 25,130 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

882.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

883.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[hank55663's solution](#)

884.

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[hank55663's solution](#)

885.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings
[hank55663's solution](#)

886.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[hank55663's solution](#)

887.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[hank55663's solution](#)

888.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[hank55663's solution](#)

889.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[hank55663's solution](#)

890.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[hank55663's solution](#)

891.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

892.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[hank55663's solution](#)

893.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hank55663's solution](#)

894.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[hank55663's solution](#)

895.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[hank55663's solution](#)

896.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,475 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[hank55663's solution](#)

897.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[hank55663's solution](#)

898.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,930 global accepts · Rating: 1200 · first AC: 2021-04-19 · Python 3 (first AC) · Tags: bitmasks, combinatorics, math
[hank55663's solution](#)

899.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

900.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

901.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[hank55663's solution](#)

902.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[hank55663's solution](#)

903.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

904.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[hank55663's solution](#)

905.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[hank55663's solution](#)

906.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[hank55663's solution](#)

907.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

908.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

909.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

910.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

911.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

912.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[hank55663's solution](#)

913.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

914.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[hank55663's solution](#)

915.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[hank55663's solution](#)

916.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[hank55663's solution](#)

917.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

918.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

919.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[hank55663's solution](#)

920.

1399C

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

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[hank55663's solution](#)

921.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[hank55663's solution](#)

922.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

923.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

924.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[hank55663's solution](#)

925.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[hank55663's solution](#)

926.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

927.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[hank55663's solution](#)

928.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

929.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[hank55663's solution](#)

930.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

931.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

932.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

933.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

934.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[hank55663's solution](#)

935.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[hank55663's solution](#)

936.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[hank55663's solution](#)

937.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[hank55663's solution](#)

938.

1294B

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

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

939.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

940.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

941.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[hank55663's solution](#)

942.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

943.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[hank55663's solution](#)

944.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[hank55663's solution](#)

945.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

946.

1214C

[Bad Sequence](#) · [Tutorial](#)

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

[hank55663's solution](#)

947.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

948.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

949.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

950.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

951.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

952.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

953.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation, math

[hank55663's solution](#)

954.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

955.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

956.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

957.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

958.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

959.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[hank55663's solution](#)

960.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hank55663's solution](#)

961.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

962.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[hank55663's solution](#)

963.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[hank55663's solution](#)

964.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,113 global accepts · Rating: 1200 · first AC: 2019-03-07 · last AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[hank55663's solution](#)

965.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[hank55663's solution](#)

966.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[hank55663's solution](#)

967.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

968.

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

969.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hank55663's solution](#)

970.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

971.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

972.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

973.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[hank55663's solution](#)

974.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

975.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[hank55663's solution](#)

976.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[hank55663's solution](#)

977.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

978.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[hank55663's solution](#)

979.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[hank55663's solution](#)

980.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: games
[hank55663's solution](#)

981.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

982.

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[hank55663's solution](#)

983.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[hank55663's solution](#)

984.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[hank55663's solution](#)

985.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

986.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[hank55663's solution](#)

987.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

988.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

989.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

990.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[hank55663's solution](#)

991.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

992.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

993.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

994.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[hank55663's solution](#)

995.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

996.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

997.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

998.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

999.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[hank55663's solution](#)

1000.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1001.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,344 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[hank55663's solution](#)

1002.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1003.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[hank55663's solution](#)

1004.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[hank55663's solution](#)

1005.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1006.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[hank55663's solution](#)

1007.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy

[hank55663's solution](#)

1008.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1009.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1010.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[hank55663's solution](#)

1011.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[hank55663's solution](#)

1012.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

1013.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

1014.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, greedy

[hank55663's solution](#)

1015.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[hank55663's solution](#)

1016.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[hank55663's solution](#)

1017.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[hank55663's solution](#)

1018.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

1019.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hank55663's solution](#)

1020.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: sortings

[hank55663's solution](#)

1021.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1022.

492B

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

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[hank55663's solution](#)

1023.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: binary search, implementation

[hank55663's solution](#)

1024.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

1025.

2206K

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

Quality: 1,424 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[hank55663's solution](#)

1026.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[hank55663's solution](#)

1027.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[hank55663's solution](#)

1028.

2025C

[New Game](#) · [Tutorial](#)

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

greedy, implementation, sortings, two pointers

[hank55663's solution](#)

1029.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

1030.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

1031.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[hank55663's solution](#)

1032.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[hank55663's solution](#)

1033.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

1034.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[hank55663's solution](#)

1035.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,111 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[hank55663's solution](#)

1036.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[hank55663's solution](#)

1037.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[hank55663's solution](#)

1038.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[hank55663's solution](#)

1039.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[hank55663's solution](#)

1040.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

1041.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1042.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[hank55663's solution](#)

1043.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[hank55663's solution](#)

1044.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[hank55663's solution](#)

1045.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[hank55663's solution](#)

1046.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[hank55663's solution](#)

1047.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[hank55663's solution](#)

1048.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

1049.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[hank55663's solution](#)

1050.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hank55663's solution](#)

1051.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[hank55663's solution](#)

1052.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hank55663's solution](#)

1053.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[hank55663's solution](#)

1054.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[hank55663's solution](#)

1055.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1056.

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[hank55663's solution](#)

1057.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
[hank55663's solution](#)

1058.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[hank55663's solution](#)

1059.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

1060.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1061.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[hank55663's solution](#)

1062.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

1063.

1594E1

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

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

[hank55663's solution](#)

1064.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1065.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

1066.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[hank55663's solution](#)

1067.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1068.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[hank55663's solution](#)

1069.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[hank55663's solution](#)

1070.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

1071.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[hank55663's solution](#)

1072.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[hank55663's solution](#)

1073.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[hank55663's solution](#)

1074.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[hank55663's solution](#)

1075.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[hank55663's solution](#)

1076.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[hank55663's solution](#)

1077.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[hank55663's solution](#)

1078.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[hank55663's solution](#)

1079.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation

[hank55663's solution](#)

1080.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[hank55663's solution](#)

1081.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

1082.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hank55663's solution](#)

1083.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[hank55663's solution](#)

1084.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[hank55663's solution](#)

1085.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

1086.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

1087.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

1088.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[hank55663's solution](#)

1089.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

1090.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[hank55663's solution](#)

1091.

1372B

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

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

1092.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

1093.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

1094.

1364B

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

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[hank55663's solution](#)

1095.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[hank55663's solution](#)

1096.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1097.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[hank55663's solution](#)

1098.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

1099.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1100.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

1101.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

1102.

1328B

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

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[hank55663's solution](#)

1103.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[hank55663's solution](#)

1104.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[hank55663's solution](#)

1105.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1106.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[hank55663's solution](#)

1107.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[hank55663's solution](#)

1108.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

1109.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[hank55663's solution](#)

1110.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[hank55663's solution](#)

1111.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[hank55663's solution](#)

1112.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[hank55663's solution](#)

1113.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[hank55663's solution](#)

1114.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1115.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

1116.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

1117.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,901 global accepts · Rating: 1300 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

1118.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

1119.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[hank55663's solution](#)

1120.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

1121.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[hank55663's solution](#)

1122.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

1123.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[hank55663's solution](#)

1124.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

1125.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[hank55663's solution](#)

1126.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

1127.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[hank55663's solution](#)

1128.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[hank55663's solution](#)

1129.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[hank55663's solution](#)

1130.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

1131.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

1132.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[hank55663's solution](#)

1133.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

1134.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

1135.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[hank55663's solution](#)

1136.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings
[hank55663's solution](#)

1137.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

1138.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[hank55663's solution](#)

1139.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[hank55663's solution](#)

1140.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[hank55663's solution](#)

1141.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

1142.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[hank55663's solution](#)

1143.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1144.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1145.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[hank55663's solution](#)

1146.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1147.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

1148.

1157C1

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

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1149.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1150.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[hank55663's solution](#)

1151.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1152.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[hank55663's solution](#)

1153.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

1154.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[hank55663's solution](#)

1155.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[hank55663's solution](#)

1156.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

1157.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1158.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

1159.

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

1160.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[hank55663's solution](#)

1161.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

1162.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1163.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

1164.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hank55663's solution](#)

1165.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

1166.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1167.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[hank55663's solution](#)

1168.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[hank55663's solution](#)

1169.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,811 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

1170.

1037C

[Equalize](#) · [Tutorial](#)

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

[hank55663's solution](#)

1171.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1172.

1037A

[Packets](#) · [Tutorial](#)

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

[hank55663's solution](#)

1173.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

1174.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1175.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

1176.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

1177.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

1178.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

1179.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1180.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1181.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

1182.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1183.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[hank55663's solution](#)

1184.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[hank55663's solution](#)

1185.

871A

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[hank55663's solution](#)

1186.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[hank55663's solution](#)

1187.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: combinatorics, greedy, math, number theory,

sortings

[hank55663's solution](#)

1188.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

1189.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[hank55663's solution](#)

1190.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1191.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-22 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[hank55663's solution](#)

1192.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

1193.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

1194.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[hank55663's solution](#)

1195.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[hank55663's solution](#)

1196.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[hank55663's solution](#)

1197.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1198.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: brute force

[hank55663's solution](#)

1199.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1200.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[hank55663's solution](#)

1201.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[hank55663's solution](#)

1202.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2015-02-11 · last AC: 2015-02-11 · GNU C++0x (first AC) · Tags: implementation, math

[hank55663's solution](#)

1203.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

1204.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: greedy, math, strings

[hank55663's solution](#)

1205.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

1206.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation

[hank55663's solution](#)

1207.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: brute force, greedy

[hank55663's solution](#)

1208.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[hank55663's solution](#)

1209.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[hank55663's solution](#)

1210.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

1211.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: implementation

[hank55663's solution](#)

1212.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

1213.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[hank55663's solution](#)

1214.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[hank55663's solution](#)

1215.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[hank55663's solution](#)

1216.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: games

[hank55663's solution](#)

1217.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

1218.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[hank55663's solution](#)

1219.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[hank55663's solution](#)

1220.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[hank55663's solution](#)

1221.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[hank55663's solution](#)

1222.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[hank55663's solution](#)

1223.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1224.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[hank55663's solution](#)

1225.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[hank55663's solution](#)

1226.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[hank55663's solution](#)

1227.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1228.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

1229.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[hank55663's solution](#)

1230.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1231.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[hank55663's solution](#)

1232.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[hank55663's solution](#)

1233.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[hank55663's solution](#)

1234.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

1235.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[hank55663's solution](#)

1236.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,730 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[hank55663's solution](#)

1237.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[hank55663's solution](#)

1238.

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
[hank55663's solution](#)

1239.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[hank55663's solution](#)

1240.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[hank55663's solution](#)

1241.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[hank55663's solution](#)

1242.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[hank55663's solution](#)

1243.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[hank55663's solution](#)

1244.

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

[hank55663's solution](#)

1245.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[hank55663's solution](#)

1246.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[hank55663's solution](#)

1247.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[hank55663's solution](#)

1248.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation,

number theory, schedules, two pointers

[hank55663's solution](#)

1249.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[hank55663's solution](#)

1250.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[hank55663's solution](#)

1251.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[hank55663's solution](#)

1252.

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[hank55663's solution](#)

1253.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[hank55663's solution](#)

1254.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[hank55663's solution](#)

1255.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hank55663's solution](#)

1256.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[hank55663's solution](#)

1257.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[hank55663's solution](#)

1258.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[hank55663's solution](#)

1259.

1520E

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

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1260.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hank55663's solution](#)

1261.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[hank55663's solution](#)

1262.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[hank55663's solution](#)

1263.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[hank55663's solution](#)

1264.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[hank55663's solution](#)

1265.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[hank55663's solution](#)

1266.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[hank55663's solution](#)

1267.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

1268.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[hank55663's solution](#)

1269.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

1270.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[hank55663's solution](#)

1271.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[hank55663's solution](#)

1272.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1273.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[hank55663's solution](#)

1274.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[hank55663's solution](#)

1275.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[hank55663's solution](#)

1276.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

1277.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

1278.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[hank55663's solution](#)

1279.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hank55663's solution](#)

1280.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[hank55663's solution](#)

1281.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1282.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hank55663's solution](#)

1283.

1374D

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

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[hank55663's solution](#)

1284.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[hank55663's solution](#)

1285.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hank55663's solution](#)

1286.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

1287.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

1288.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[hank55663's solution](#)

1289.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hank55663's solution](#)

1290.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[hank55663's solution](#)

1291.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[hank55663's solution](#)

1292.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

1293.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[hank55663's solution](#)

1294.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[hank55663's solution](#)

1295.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[hank55663's solution](#)

1296.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

1297.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[hank55663's solution](#)

1298.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[hank55663's solution](#)

1299.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[hank55663's solution](#)

1300.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[hank55663's solution](#)

1301.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

1302.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

1303.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

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

[hank55663's solution](#)

1304.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[hank55663's solution](#)

1305.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

1306.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[hank55663's solution](#)

1307.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[hank55663's solution](#)

1308.

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

1309.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[hank55663's solution](#)

1310.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[hank55663's solution](#)

1311.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[hank55663's solution](#)

1312.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1313.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1314.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

1315.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

1316.

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[hank55663's solution](#)

1317.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hank55663's solution](#)

1318.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[hank55663's solution](#)

1319.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1320.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

1321.

1214A

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

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

[hank55663's solution](#)

1322.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,235 global accepts · Rating: 1400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[hank55663's solution](#)

1323.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

1324.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[hank55663's solution](#)

1325.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

1326.

1195C

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

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

1327.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[hank55663's solution](#)

1328.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[hank55663's solution](#)

1329.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

1330.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

1331.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

1332.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[hank55663's solution](#)

1333.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

1334.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,000 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[hank55663's solution](#)

1335.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[hank55663's solution](#)

1336.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[hank55663's solution](#)

1337.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

1338.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

1339.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[hank55663's solution](#)

1340.

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[hank55663's solution](#)

1341.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1342.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[hank55663's solution](#)

1343.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1344.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[hank55663's solution](#)

1345.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

1346.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

1347.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

1348.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1349.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

1350.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[hank55663's solution](#)

1351.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

1352.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

1353.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[hank55663's solution](#)

1354.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1355.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

1356.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[hank55663's solution](#)

1357.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[hank55663's solution](#)

1358.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[hank55663's solution](#)

1359.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math
[hank55663's solution](#)

1360.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

1361.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

1362.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[hank55663's solution](#)

1363.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

1364.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[hank55663's solution](#)

1365.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[hank55663's solution](#)

1366.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

1367.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[hank55663's solution](#)

1368.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[hank55663's solution](#)

1369.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2017-08-07 · GNU C++ (first AC) · Tags: brute force

[hank55663's solution](#)

1370.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[hank55663's solution](#)

1371.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

1372.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[hank55663's solution](#)

1373.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[hank55663's solution](#)

1374.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: math, number theory
[hank55663's solution](#)

1375.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[hank55663's solution](#)

1376.

752C

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

Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths
[hank55663's solution](#)

1377.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: implementation, math
[hank55663's solution](#)

1378.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: dp
[hank55663's solution](#)

1379.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math, number theory
[hank55663's solution](#)

1380.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[hank55663's solution](#)

1381.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math
[hank55663's solution](#)

1382.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,627 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math
[hank55663's solution](#)

1383.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: geometry, math
[hank55663's solution](#)

1384.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation
[hank55663's solution](#)

1385.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

1386.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: greedy
[hank55663's solution](#)

1387.

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[hank55663's solution](#)

1388.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
[hank55663's solution](#)

1389.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[hank55663's solution](#)

1390.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[hank55663's solution](#)

1391.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings
[hank55663's solution](#)

1392.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[hank55663's solution](#)

1393.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[hank55663's solution](#)

1394.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[hank55663's solution](#)

1395.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[hank55663's solution](#)

1396.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[hank55663's solution](#)

1397.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

1398.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hank55663's solution](#)

1399.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

1400.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[hank55663's solution](#)

1401.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[hank55663's solution](#)

1402.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[hank55663's solution](#)

1403.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[hank55663's solution](#)

1404.

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
[hank55663's solution](#)

1405.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, greedy, math

[hank55663's solution](#)

1406.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[hank55663's solution](#)

1407.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[hank55663's solution](#)

1408.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[hank55663's solution](#)

1409.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[hank55663's solution](#)

1410.

1646C

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

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[hank55663's solution](#)

1411.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[hank55663's solution](#)

1412.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[hank55663's solution](#)

1413.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[hank55663's solution](#)

1414.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[hank55663's solution](#)

1415.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[hank55663's solution](#)

1416.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[hank55663's solution](#)

1417.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1418.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

1419.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[hank55663's solution](#)

1420.

1552B

[Running for Gold](#) · [Tutorial](#)

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

[hank55663's solution](#)

1421.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[hank55663's solution](#)

1422.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[hank55663's solution](#)

1423.

1506E

[Restoring the Permutation](#) · [Tutorial](#)

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1424.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[hank55663's solution](#)

1425.

1545A

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

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

[hank55663's solution](#)

1426.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

1427.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[hank55663's solution](#)

1428.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[hank55663's solution](#)

1429.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[hank55663's solution](#)

1430.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[hank55663's solution](#)

1431.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[hank55663's solution](#)

1432.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[hank55663's solution](#)

1433.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[hank55663's solution](#)

1434.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[hank55663's solution](#)

1435.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[hank55663's solution](#)

1436.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[hank55663's solution](#)

1437.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

1438.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[hank55663's solution](#)

1439.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[hank55663's solution](#)

1440.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[hank55663's solution](#)

1441.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[hank55663's solution](#)

1442.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

1443.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hank55663's solution](#)

1444.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1445.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1446.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

1447.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[hank55663's solution](#)

1448.

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[hank55663's solution](#)

1449.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[hank55663's solution](#)

1450.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hank55663's solution](#)

1451.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[hank55663's solution](#)

1452.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

1453.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[hank55663's solution](#)

1454.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

1455.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[hank55663's solution](#)

1456.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[hank55663's solution](#)

1457.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[hank55663's solution](#)

1458.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[hank55663's solution](#)

1459.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[hank55663's solution](#)

1460.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[hank55663's solution](#)

1461.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[hank55663's solution](#)

1462.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

1463.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

1464.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[hank55663's solution](#)

1465.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

1466.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[hank55663's solution](#)

1467.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1468.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[hank55663's solution](#)

1469.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[hank55663's solution](#)

1470.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[hank55663's solution](#)

1471.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[hank55663's solution](#)

1472.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[hank55663's solution](#)

1473.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[hank55663's solution](#)

1474.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[hank55663's solution](#)

1475.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[hank55663's solution](#)

1476.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[hank55663's solution](#)

1477.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

1478.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

1479.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[hank55663's solution](#)

1480.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[hank55663's solution](#)

1481.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[hank55663's solution](#)

1482.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[hank55663's solution](#)

1483.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

1484.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
[hank55663's solution](#)

1485.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hank55663's solution](#)

1486.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[hank55663's solution](#)

1487.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1488.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

1489.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[hank55663's solution](#)

1490.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

1491.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[hank55663's solution](#)

1492.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1493.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[hank55663's solution](#)

1494.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[hank55663's solution](#)

1495.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[hank55663's solution](#)

1496.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

1497.

1249C2

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

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[hank55663's solution](#)

1498.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

1499.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[hank55663's solution](#)

1500.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1501.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[hank55663's solution](#)

1502.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

1503.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1504.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

1505.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1506.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1507.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[hank55663's solution](#)

1508.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[hank55663's solution](#)

1509.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

1510.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

1511.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[hank55663's solution](#)

1512.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,797 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

1513.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[hank55663's solution](#)

1514.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[hank55663's solution](#)

1515.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

1516.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

1517.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1518.

1166C

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

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[hank55663's solution](#)

1519.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1520.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[hank55663's solution](#)

1521.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

1522.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs
[hank55663's solution](#)

1523.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[hank55663's solution](#)

1524.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[hank55663's solution](#)

1525.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hank55663's solution](#)

1526.

977E

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

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[hank55663's solution](#)

1527.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hank55663's solution](#)

1528.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[hank55663's solution](#)

1529.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

1530.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[hank55663's solution](#)

1531.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

1532.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

1533.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[hank55663's solution](#)

1534.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[hank55663's solution](#)

1535.

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

1536.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[hank55663's solution](#)

1537.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

1538.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[hank55663's solution](#)

1539.

1110C

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

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

[hank55663's solution](#)

1540.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,855 global accepts · Rating: 1500 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[hank55663's solution](#)

1541.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1542.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hank55663's solution](#)

1543.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

1544.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[hank55663's solution](#)

1545.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[hank55663's solution](#)

1546.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

1547.

1080C

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

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1548.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

1549.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1550.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1551.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1552.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1553.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

1554.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[hank55663's solution](#)

1555.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1556.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

1557.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[hank55663's solution](#)

1558.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1559.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1560.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

1561.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1562.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[hank55663's solution](#)

1563.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[hank55663's solution](#)

1564.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[hank55663's solution](#)

1565.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[hank55663's solution](#)

1566.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[hank55663's solution](#)

1567.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math

[hank55663's solution](#)

1568.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp

[hank55663's solution](#)

1569.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers

[hank55663's solution](#)

1570.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dp, implementation

[hank55663's solution](#)

1571.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[hank55663's solution](#)

1572.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[hank55663's solution](#)

1573.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[hank55663's solution](#)

1574.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

1575.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: greedy

[hank55663's solution](#)

1576.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1577.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[hank55663's solution](#)

1578.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[hank55663's solution](#)

1579.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1580.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[hank55663's solution](#)

1581.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings

[hank55663's solution](#)

1582.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: binary search, sortings

[hank55663's solution](#)

1583.

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[hank55663's solution](#)

1584.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · GNU C (first AC) · Tags: *special, implementation, sortings

[hank55663's solution](#)

1585.

790A

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

1586.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[hank55663's solution](#)

1587.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[hank55663's solution](#)

1588.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[hank55663's solution](#)

1589.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[hank55663's solution](#)

1590.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees

[hank55663's solution](#)

1591.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

1592.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[hank55663's solution](#)

1593.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1500 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar

[hank55663's solution](#)

1594.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: greedy

[hank55663's solution](#)

1595.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: dsu, implementation

[hank55663's solution](#)

1596.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1597.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

1598.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[hank55663's solution](#)

1599.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[hank55663's solution](#)

1600.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[hank55663's solution](#)

1601.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[hank55663's solution](#)

1602.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

1603.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[hank55663's solution](#)

1604.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

1605.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

1606.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[hank55663's solution](#)

1607.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[hank55663's solution](#)

1608.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

1609.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[hank55663's solution](#)

1610.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

1611.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[hank55663's solution](#)

1612.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[hank55663's solution](#)

1613.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[hank55663's solution](#)

1614.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[hank55663's solution](#)

1615.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[hank55663's solution](#)

1616.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[hank55663's solution](#)

1617.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[hank55663's solution](#)

1618.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[hank55663's solution](#)

1619.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[hank55663's solution](#)

1620.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[hank55663's solution](#)

1621.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[hank55663's solution](#)

1622.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[hank55663's solution](#)

1623.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[hank55663's solution](#)

1624.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees
[hank55663's solution](#)

1625.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[hank55663's solution](#)

1626.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[hank55663's solution](#)

1627.

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[hank55663's solution](#)

1628.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[hank55663's solution](#)

1629.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[hank55663's solution](#)

1630.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[hank55663's solution](#)

1631.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[hank55663's solution](#)

1632.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hank55663's solution](#)

1633.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[hank55663's solution](#)

1634.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[hank55663's solution](#)

1635.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[hank55663's solution](#)

1636.

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[hank55663's solution](#)

1637.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

1638.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[hank55663's solution](#)

1639.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[hank55663's solution](#)

1640.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

1641.

1537E1

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

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[hank55663's solution](#)

1642.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[hank55663's solution](#)

1643.

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hank55663's solution](#)

1644.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[hank55663's solution](#)

1645.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[hank55663's solution](#)

1646.

1520F1

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

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hank55663's solution](#)

1647.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[hank55663's solution](#)

1648.

1514C

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

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[hank55663's solution](#)

1649.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[hank55663's solution](#)

1650.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[hank55663's solution](#)

1651.

1503A

[Balance the Bits](#) · [Tutorial](#)

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

[hank55663's solution](#)

1652.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[hank55663's solution](#)

1653.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

1654.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

1655.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[hank55663's solution](#)

1656.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[hank55663's solution](#)

1657.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[hank55663's solution](#)

1658.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[hank55663's solution](#)

1659.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

1660.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[hank55663's solution](#)

1661.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

1662.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[hank55663's solution](#)

1663.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[hank55663's solution](#)

1664.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[hank55663's solution](#)

1665.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

1666.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[hank55663's solution](#)

1667.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[hank55663's solution](#)

1668.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[hank55663's solution](#)

1669.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[hank55663's solution](#)

1670.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[hank55663's solution](#)

1671.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[hank55663's solution](#)

1672.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[hank55663's solution](#)

1673.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[hank55663's solution](#)

1674.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[hank55663's solution](#)

1675.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[hank55663's solution](#)

1676.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

1677.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[hank55663's solution](#)

1678.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[hank55663's solution](#)

1679.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[hank55663's solution](#)

1680.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

1681.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[hank55663's solution](#)

1682.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[hank55663's solution](#)

1683.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

1684.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[hank55663's solution](#)

1685.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[hank55663's solution](#)

1686.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1687.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[hank55663's solution](#)

1688.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1689.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

1690.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[hank55663's solution](#)

1691.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[hank55663's solution](#)

1692.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[hank55663's solution](#)

1693.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[hank55663's solution](#)

1694.

1294D

[MEX maximizing](#) · [Tutorial](#)

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

[hank55663's solution](#)

1695.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[hank55663's solution](#)

1696.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

1697.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

1698.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

1699.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

1700.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[hank55663's solution](#)

1701.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1702.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

1703.

1251C

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

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[hank55663's solution](#)

1704.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[hank55663's solution](#)

1705.

1234D

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

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hank55663's solution](#)

1706.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1707.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[hank55663's solution](#)

1708.

1203D1

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

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1709.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[hank55663's solution](#)

1710.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: greedy

[hank55663's solution](#)

1711.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[hank55663's solution](#)

1712.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: sortings, two pointers

[hank55663's solution](#)

1713.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[hank55663's solution](#)

1714.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[hank55663's solution](#)

1715.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[hank55663's solution](#)

1716.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[hank55663's solution](#)

1717.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1718.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1719.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[hank55663's solution](#)

1720.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[hank55663's solution](#)

1721.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[hank55663's solution](#)

1722.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

1723.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[hank55663's solution](#)

1724.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[hank55663's solution](#)

1725.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[hank55663's solution](#)

1726.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1727.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hank55663's solution](#)

1728.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[hank55663's solution](#)

1729.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

1730.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

1731.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[hank55663's solution](#)

1732.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[hank55663's solution](#)

1733.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[hank55663's solution](#)

1734.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[hank55663's solution](#)

1735.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[hank55663's solution](#)

1736.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[hank55663's solution](#)

1737.

1151B

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

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[hank55663's solution](#)

1738.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[hank55663's solution](#)

1739.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[hank55663's solution](#)

1740.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[hank55663's solution](#)

1741.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[hank55663's solution](#)

1742.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[hank55663's solution](#)

1743.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[hank55663's solution](#)

1744.

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

1745.

992B

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

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

1746.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1747.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[hank55663's solution](#)

1748.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1749.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[hank55663's solution](#)

1750.

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

1751.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[hank55663's solution](#)

1752.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

1753.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

1754.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

1755.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[hank55663's solution](#)

1756.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1757.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

1758.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1759.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[hank55663's solution](#)

1760.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

1761.

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

1762.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1763.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1764.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[hank55663's solution](#)

1765.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[hank55663's solution](#)

1766.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[hank55663's solution](#)

1767.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[hank55663's solution](#)

1768.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

1769.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[hank55663's solution](#)

1770.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1771.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

1772.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[hank55663's solution](#)

1773.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[hank55663's solution](#)

1774.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[hank55663's solution](#)

1775.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

1776.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[hank55663's solution](#)

1777.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[hank55663's solution](#)

1778.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

1779.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[hank55663's solution](#)

1780.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[hank55663's solution](#)

1781.

947B

[Producing Snow](#) · [Tutorial](#)

Quality: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[hank55663's solution](#)

1782.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[hank55663's solution](#)

1783.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[hank55663's solution](#)

1784.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[hank55663's solution](#)

1785.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[hank55663's solution](#)

1786.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

1787.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[hank55663's solution](#)

1788.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

1789.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: greedy

[hank55663's solution](#)

1790.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

1791.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[hank55663's solution](#)

1792.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

1793.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1794.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[hank55663's solution](#)

1795.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[hank55663's solution](#)

1796.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1797.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1798.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[hank55663's solution](#)

1799.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

1800.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[hank55663's solution](#)

1801.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[hank55663's solution](#)

1802.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hank55663's solution](#)

1803.

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-06 · Mono C# (first AC) · Tags: *special, implementation, strings

[hank55663's solution](#)

1804.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[hank55663's solution](#)

1805.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: binary search, math

[hank55663's solution](#)

1806.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

1807.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[hank55663's solution](#)

1808.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[hank55663's solution](#)

1809.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[hank55663's solution](#)

1810.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[hank55663's solution](#)

1811.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[hank55663's solution](#)

1812.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: implementation

[hank55663's solution](#)

1813.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

1814.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[hank55663's solution](#)

1815.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[hank55663's solution](#)

1816.

673D

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[hank55663's solution](#)

1817.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[hank55663's solution](#)

1818.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[hank55663's solution](#)

1819.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: math

[hank55663's solution](#)

1820.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,163 global accepts · Rating: 1600 · first AC: 2015-02-03 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings

[hank55663's solution](#)

1821.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

1822.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: math, number theory

[hank55663's solution](#)

1823.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[hank55663's solution](#)

1824.

2206J

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

Quality: 1,008 global accepts · Rating: 1700 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[hank55663's solution](#)

1825.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[hank55663's solution](#)

1826.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[hank55663's solution](#)

1827.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[hank55663's solution](#)

1828.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[hank55663's solution](#)

1829.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[hank55663's solution](#)

1830.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[hank55663's solution](#)

1831.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[hank55663's solution](#)

1832.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[hank55663's solution](#)

1833.

1930C

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

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

[hank55663's solution](#)

1834.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[hank55663's solution](#)

1835.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hank55663's solution](#)

1836.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[hank55663's solution](#)

1837.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[hank55663's solution](#)

1838.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[hank55663's solution](#)

1839.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hank55663's solution](#)

1840.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[hank55663's solution](#)

1841.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[hank55663's solution](#)

1842.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[hank55663's solution](#)

1843.

1835A

[k-th equality](#) · [Tutorial](#)

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

[hank55663's solution](#)

1844.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[hank55663's solution](#)

1845.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[hank55663's solution](#)

1846.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

1847.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

1848.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

1849.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[hank55663's solution](#)

1850.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[hank55663's solution](#)

1851.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[hank55663's solution](#)

1852.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[hank55663's solution](#)

1853.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[hank55663's solution](#)

1854.

1731D

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

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[hank55663's solution](#)

1855.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[hank55663's solution](#)

1856.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, two pointers

[hank55663's solution](#)

1857.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[hank55663's solution](#)

1858.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[hank55663's solution](#)

1859.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[hank55663's solution](#)

1860.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[hank55663's solution](#)

1861.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[hank55663's solution](#)

1862.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hank55663's solution](#)

1863.

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

[hank55663's solution](#)

1864.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[hank55663's solution](#)

1865.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[hank55663's solution](#)

1866.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hank55663's solution](#)

1867.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[hank55663's solution](#)

1868.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[hank55663's solution](#)

1869.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

1870.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[hank55663's solution](#)

1871.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

1872.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[hank55663's solution](#)

1873.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

1874.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
[hank55663's solution](#)

1875.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

1876.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[hank55663's solution](#)

1877.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[hank55663's solution](#)

1878.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[hank55663's solution](#)

1879.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[hank55663's solution](#)

1880.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[hank55663's solution](#)

1881.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[hank55663's solution](#)

1882.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[hank55663's solution](#)

1883.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[hank55663's solution](#)

1884.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[hank55663's solution](#)

1885.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[hank55663's solution](#)

1886.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[hank55663's solution](#)

1887.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

1888.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[hank55663's solution](#)

1889.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[hank55663's solution](#)

1890.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[hank55663's solution](#)

1891.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[hank55663's solution](#)

1892.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[hank55663's solution](#)

1893.

1528B

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

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

1894.

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[hank55663's solution](#)

1895.

1503B

[3-Coloring](#) · [Tutorial](#)

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

[hank55663's solution](#)

1896.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[hank55663's solution](#)

1897.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[hank55663's solution](#)

1898.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[hank55663's solution](#)

1899.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[hank55663's solution](#)

1900.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[hank55663's solution](#)

1901.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[hank55663's solution](#)

1902.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[hank55663's solution](#)

1903.

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

1904.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[hank55663's solution](#)

1905.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[hank55663's solution](#)

1906.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory

[hank55663's solution](#)

1907.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[hank55663's solution](#)

1908.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[hank55663's solution](#)

1909.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[hank55663's solution](#)

1910.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[hank55663's solution](#)

1911.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[hank55663's solution](#)

1912.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

1913.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[hank55663's solution](#)

1914.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hank55663's solution](#)

1915.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[hank55663's solution](#)

1916.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

1917.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[hank55663's solution](#)

1918.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

1919.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hank55663's solution](#)

1920.

1343D

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

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[hank55663's solution](#)

1921.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[hank55663's solution](#)

1922.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[hank55663's solution](#)

1923.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[hank55663's solution](#)

1924.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[hank55663's solution](#)

1925.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[hank55663's solution](#)

1926.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[hank55663's solution](#)

1927.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

1928.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[hank55663's solution](#)

1929.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[hank55663's solution](#)

1930.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[hank55663's solution](#)

1931.

1333C

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

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[hank55663's solution](#)

1932.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[hank55663's solution](#)

1933.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[hank55663's solution](#)

1934.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[hank55663's solution](#)

1935.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[hank55663's solution](#)

1936.

1324E

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

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[hank55663's solution](#)

1937.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

1938.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[hank55663's solution](#)

1939.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[hank55663's solution](#)

1940.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[hank55663's solution](#)

1941.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[hank55663's solution](#)

1942.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hank55663's solution](#)

1943.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[hank55663's solution](#)

1944.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hank55663's solution](#)

1945.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

1946.

1295B

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

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

[hank55663's solution](#)

1947.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[hank55663's solution](#)

1948.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[hank55663's solution](#)

1949.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[hank55663's solution](#)

1950.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[hank55663's solution](#)

1951.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[hank55663's solution](#)

1952.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[hank55663's solution](#)

1953.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1954.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

1955.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

1956.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

1957.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[hank55663's solution](#)

1958.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

1959.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

1960.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[hank55663's solution](#)

1961.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[hank55663's solution](#)

1962.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hank55663's solution](#)

1963.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1964.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[hank55663's solution](#)

1965.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

1966.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[hank55663's solution](#)

1967.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[hank55663's solution](#)

1968.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[hank55663's solution](#)

1969.

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[hank55663's solution](#)

1970.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[hank55663's solution](#)

1971.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[hank55663's solution](#)

1972.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[hank55663's solution](#)

1973.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[hank55663's solution](#)

1974.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[hank55663's solution](#)

1975.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[hank55663's solution](#)

1976.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[hank55663's solution](#)

1977.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

1978.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[hank55663's solution](#)

1979.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[hank55663's solution](#)

1980.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[hank55663's solution](#)

1981.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[hank55663's solution](#)

1982.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[hank55663's solution](#)

1983.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

1984.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[hank55663's solution](#)

1985.

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

1986.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[hank55663's solution](#)

1987.

1153C

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

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[hank55663's solution](#)

1988.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

1989.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[hank55663's solution](#)

1990.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[hank55663's solution](#)

1991.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[hank55663's solution](#)

1992.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[hank55663's solution](#)

1993.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[hank55663's solution](#)

1994.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[hank55663's solution](#)

1995.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu
[hank55663's solution](#)

1996.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[hank55663's solution](#)

1997.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[hank55663's solution](#)

1998.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[hank55663's solution](#)

1999.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

2000.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[hank55663's solution](#)

2001.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[hank55663's solution](#)

2002.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[hank55663's solution](#)

2003.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

2004.

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[hank55663's solution](#)

2005.

1102E

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

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[hank55663's solution](#)

2006.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[hank55663's solution](#)

2007.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[hank55663's solution](#)

2008.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

2009.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[hank55663's solution](#)

2010.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees
[hank55663's solution](#)

2011.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: strings
[hank55663's solution](#)

2012.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[hank55663's solution](#)

2013.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[hank55663's solution](#)

2014.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[hank55663's solution](#)

2015.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[hank55663's solution](#)

2016.

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

2017.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[hank55663's solution](#)

2018.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[hank55663's solution](#)

2019.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[hank55663's solution](#)

2020.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[hank55663's solution](#)

2021.

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[hank55663's solution](#)

2022.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

2023.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[hank55663's solution](#)

2024.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[hank55663's solution](#)

2025.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[hank55663's solution](#)

2026.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[hank55663's solution](#)

2027.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

2028.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[hank55663's solution](#)

2029.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[hank55663's solution](#)

2030.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[hank55663's solution](#)

2031.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation
[hank55663's solution](#)

2032.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

2033.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[hank55663's solution](#)

2034.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[hank55663's solution](#)

2035.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[hank55663's solution](#)

2036.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[hank55663's solution](#)

2037.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: brute force, data structures, math
[hank55663's solution](#)

2038.

896A

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

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar
[hank55663's solution](#)

2039.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers
[hank55663's solution](#)

2040.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy
[hank55663's solution](#)

2041.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

2042.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: math, number theory
[hank55663's solution](#)

2043.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings
[hank55663's solution](#)

2044.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

2045.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[hank55663's solution](#)

2046.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[hank55663's solution](#)

2047.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math
[hank55663's solution](#)

2048.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[hank55663's solution](#)

2049.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[hank55663's solution](#)

2050.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: implementation
[hank55663's solution](#)

2051.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[hank55663's solution](#)

2052.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: dfs and similar, math, probabilities, trees

[hank55663's solution](#)

2053.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: brute force, combinatorics, math

[hank55663's solution](#)

2054.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[hank55663's solution](#)

2055.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

2056.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[hank55663's solution](#)

2057.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[hank55663's solution](#)

2058.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[hank55663's solution](#)

2059.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings

[hank55663's solution](#)

2060.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[hank55663's solution](#)

2061.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[hank55663's solution](#)

2062.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math
[hank55663's solution](#)

2063.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-23 · GNU C++0x (first AC) · Tags: greedy, strings
[hank55663's solution](#)

2064.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[hank55663's solution](#)

2065.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2014-03-25 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math
[hank55663's solution](#)

2066.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[hank55663's solution](#)

2067.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[hank55663's solution](#)

2068.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[hank55663's solution](#)

2069.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[hank55663's solution](#)

2070.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[hank55663's solution](#)

2071.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings
[hank55663's solution](#)

2072.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

2073.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

2074.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[hank55663's solution](#)

2075.

1930D1

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

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

[hank55663's solution](#)

2076.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

2077.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[hank55663's solution](#)

2078.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[hank55663's solution](#)

2079.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[hank55663's solution](#)

2080.

1824B1

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

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

[hank55663's solution](#)

2081.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[hank55663's solution](#)

2082.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hank55663's solution](#)

2083.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[hank55663's solution](#)

2084.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[hank55663's solution](#)

2085.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[hank55663's solution](#)

2086.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[hank55663's solution](#)

2087.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[hank55663's solution](#)

2088.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[hank55663's solution](#)

2089.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

2090.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[hank55663's solution](#)

2091.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

2092.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hank55663's solution](#)

2093.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[hank55663's solution](#)

2094.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[hank55663's solution](#)

2095.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[hank55663's solution](#)

2096.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[hank55663's solution](#)

2097.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[hank55663's solution](#)

2098.

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

[hank55663's solution](#)

2099.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[hank55663's solution](#)

2100.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[hank55663's solution](#)

2101.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[hank55663's solution](#)

2102.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[hank55663's solution](#)

2103.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[hank55663's solution](#)

2104.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[hank55663's solution](#)

2105.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hank55663's solution](#)

2106.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

2107.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[hank55663's solution](#)

2108.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[hank55663's solution](#)

2109.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[hank55663's solution](#)

2110.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[hank55663's solution](#)

2111.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dfs and similar, dp, graphs, math

[hank55663's solution](#)

2112.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[hank55663's solution](#)

2113.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[hank55663's solution](#)

2114.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[hank55663's solution](#)

2115.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[hank55663's solution](#)

2116.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[hank55663's solution](#)

2117.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[hank55663's solution](#)

2118.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[hank55663's solution](#)

2119.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[hank55663's solution](#)

2120.

1477A

[Nezzar and Board](#) · [Tutorial](#)

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

[hank55663's solution](#)

2121.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[hank55663's solution](#)

2122.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[hank55663's solution](#)

2123.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[hank55663's solution](#)

2124.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hank55663's solution](#)

2125.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[hank55663's solution](#)

2126.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[hank55663's solution](#)

2127.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[hank55663's solution](#)

2128.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

2129.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[hank55663's solution](#)

2130.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[hank55663's solution](#)

2131.

1442B

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

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

[hank55663's solution](#)

2132.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[hank55663's solution](#)

2133.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[hank55663's solution](#)

2134.

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[hank55663's solution](#)

2135.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[hank55663's solution](#)

2136.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[hank55663's solution](#)

2137.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[hank55663's solution](#)

2138.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[hank55663's solution](#)

2139.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[hank55663's solution](#)

2140.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees
[hank55663's solution](#)

2141.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp
[hank55663's solution](#)

2142.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[hank55663's solution](#)

2143.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[hank55663's solution](#)

2144.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[hank55663's solution](#)

2145.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[hank55663's solution](#)

2146.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

2147.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[hank55663's solution](#)

2148.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[hank55663's solution](#)

2149.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[hank55663's solution](#)

2150.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hank55663's solution](#)

2151.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

2152.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

2153.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string
suffix structures, strings
[hank55663's solution](#)

2154.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[hank55663's solution](#)

2155.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,
number theory
[hank55663's solution](#)

2156.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[hank55663's solution](#)

2157.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy,
sortings
[hank55663's solution](#)

2158.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary
search
[hank55663's solution](#)

2159.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,
greedy, two pointers
[hank55663's solution](#)

2160.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[hank55663's solution](#)

2161.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hank55663's solution](#)

2162.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[hank55663's solution](#)

2163.

1290B

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

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[hank55663's solution](#)

2164.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

2165.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

2166.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hank55663's solution](#)

2167.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[hank55663's solution](#)

2168.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

2169.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[hank55663's solution](#)

2170.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

2171.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[hank55663's solution](#)

2172.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[hank55663's solution](#)

2173.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[hank55663's solution](#)

2174.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[hank55663's solution](#)

2175.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[hank55663's solution](#)

2176.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[hank55663's solution](#)

2177.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[hank55663's solution](#)

2178.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[hank55663's solution](#)

2179.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[hank55663's solution](#)

2180.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[hank55663's solution](#)

2181.

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hank55663's solution](#)

2182.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[hank55663's solution](#)

2183.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

2184.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[hank55663's solution](#)

2185.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: dp, graphs

[hank55663's solution](#)

2186.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[hank55663's solution](#)

2187.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

2188.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[hank55663's solution](#)

2189.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[hank55663's solution](#)

2190.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[hank55663's solution](#)

2191.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

2192.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

2193.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

2194.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[hank55663's solution](#)

2195.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[hank55663's solution](#)

2196.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings
[hank55663's solution](#)

2197.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hank55663's solution](#)

2198.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

2199.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[hank55663's solution](#)

2200.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

2201.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

2202.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

2203.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[hank55663's solution](#)

2204.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[hank55663's solution](#)

2205.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

2206.

1151C

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

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

2207.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[hank55663's solution](#)

2208.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[hank55663's solution](#)

2209.

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2019-04-01 · Python 3 (first AC) · Tags: *special, probabilities

[hank55663's solution](#)

2210.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

2211.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

2212.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[hank55663's solution](#)

2213.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[hank55663's solution](#)

2214.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[hank55663's solution](#)

2215.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings
[hank55663's solution](#)

2216.

1108E1

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

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[hank55663's solution](#)

2217.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory
[hank55663's solution](#)

2218.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[hank55663's solution](#)

2219.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers
[hank55663's solution](#)

2220.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

2221.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[hank55663's solution](#)

2222.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math
[hank55663's solution](#)

2223.

1077E

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

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

2224.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[hank55663's solution](#)

2225.

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[hank55663's solution](#)

2226.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[hank55663's solution](#)

2227.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[hank55663's solution](#)

2228.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[hank55663's solution](#)

2229.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[hank55663's solution](#)

2230.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[hank55663's solution](#)

2231.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[hank55663's solution](#)

2232.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[hank55663's solution](#)

2233.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[hank55663's solution](#)

2234.

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[hank55663's solution](#)

2235.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math
[hank55663's solution](#)

2236.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[hank55663's solution](#)

2237.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[hank55663's solution](#)

2238.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[hank55663's solution](#)

2239.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
[hank55663's solution](#)

2240.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[hank55663's solution](#)

2241.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[hank55663's solution](#)

2242.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

2243.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[hank55663's solution](#)

2244.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[hank55663's solution](#)

2245.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
[hank55663's solution](#)

2246.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

2247.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[hank55663's solution](#)

2248.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[hank55663's solution](#)

2249.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[hank55663's solution](#)

2250.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

2251.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[hank55663's solution](#)

2252.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

2253.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: dp, greedy

[hank55663's solution](#)

2254.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: graphs, implementation

[hank55663's solution](#)

2255.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

2256.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

2257.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: binary search, dp
[hank55663's solution](#)

2258.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

2259.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers
[hank55663's solution](#)

2260.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: data structures, math, probabilities, two pointers
[hank55663's solution](#)

2261.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: brute force, data structures, dp
[hank55663's solution](#)

2262.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: brute force, greedy
[hank55663's solution](#)

2263.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: data structures, dp, greedy
[hank55663's solution](#)

2264.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[hank55663's solution](#)

2265.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees
[hank55663's solution](#)

2266.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: brute force, math
[hank55663's solution](#)

2267.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures,

implementation

[hank55663's solution](#)

2268.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[hank55663's solution](#)

2269.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[hank55663's solution](#)

2270.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[hank55663's solution](#)

2271.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[hank55663's solution](#)

2272.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[hank55663's solution](#)

2273.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[hank55663's solution](#)

2274.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: geometry

[hank55663's solution](#)

2275.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[hank55663's solution](#)

2276.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

2277.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[hank55663's solution](#)

2278.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: data structures, greedy
[hank55663's solution](#)

2279.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[hank55663's solution](#)

2280.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory
[hank55663's solution](#)

2281.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[hank55663's solution](#)

2282.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings
[hank55663's solution](#)

2283.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[hank55663's solution](#)

2284.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[hank55663's solution](#)

2285.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[hank55663's solution](#)

2286.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[hank55663's solution](#)

2287.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[hank55663's solution](#)

2288.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[hank55663's solution](#)

2289.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[hank55663's solution](#)

2290.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

2291.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[hank55663's solution](#)

2292.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[hank55663's solution](#)

2293.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[hank55663's solution](#)

2294.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

2295.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[hank55663's solution](#)

2296.

1929D

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

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

[hank55663's solution](#)

2297.

1918D

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

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[hank55663's solution](#)

2298.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp
[hank55663's solution](#)

2299.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[hank55663's solution](#)

2300.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[hank55663's solution](#)

2301.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

2302.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[hank55663's solution](#)

2303.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[hank55663's solution](#)

2304.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings
[hank55663's solution](#)

2305.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[hank55663's solution](#)

2306.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[hank55663's solution](#)

2307.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hank55663's solution](#)

2308.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[hank55663's solution](#)

2309.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[hank55663's solution](#)

2310.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[hank55663's solution](#)

2311.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[hank55663's solution](#)

2312.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[hank55663's solution](#)

2313.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[hank55663's solution](#)

2314.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[hank55663's solution](#)

2315.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[hank55663's solution](#)

2316.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[hank55663's solution](#)

2317.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
[hank55663's solution](#)

2318.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[hank55663's solution](#)

2319.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[hank55663's solution](#)

2320.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[hank55663's solution](#)

2321.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[hank55663's solution](#)

2322.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[hank55663's solution](#)

2323.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[hank55663's solution](#)

2324.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[hank55663's solution](#)

2325.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hank55663's solution](#)

2326.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[hank55663's solution](#)

2327.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

2328.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[hank55663's solution](#)

2329.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[hank55663's solution](#)

2330.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[hank55663's solution](#)

2331.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[hank55663's solution](#)

2332.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[hank55663's solution](#)

2333.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[hank55663's solution](#)

2334.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[hank55663's solution](#)

2335.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[hank55663's solution](#)

2336.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

2337.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[hank55663's solution](#)

2338.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[hank55663's solution](#)

2339.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hank55663's solution](#)

2340.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[hank55663's solution](#)

2341.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[hank55663's solution](#)

2342.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[hank55663's solution](#)

2343.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

2344.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[hank55663's solution](#)

2345.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[hank55663's solution](#)

2346.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[hank55663's solution](#)

2347.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[hank55663's solution](#)

2348.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[hank55663's solution](#)

2349.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hank55663's solution](#)

2350.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[hank55663's solution](#)

2351.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[hank55663's solution](#)

2352.

1477B

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

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

[hank55663's solution](#)

2353.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[hank55663's solution](#)

2354.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[hank55663's solution](#)

2355.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

2356.

1470B

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

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

[hank55663's solution](#)

2357.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[hank55663's solution](#)

2358.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[hank55663's solution](#)

2359.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[hank55663's solution](#)

2360.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[hank55663's solution](#)

2361.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

2362.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[hank55663's solution](#)

2363.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

2364.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[hank55663's solution](#)

2365.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[hank55663's solution](#)

2366.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[hank55663's solution](#)

2367.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[hank55663's solution](#)

2368.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[hank55663's solution](#)

2369.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[hank55663's solution](#)

2370.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[hank55663's solution](#)

2371.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[hank55663's solution](#)

2372.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[hank55663's solution](#)

2373.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[hank55663's solution](#)

2374.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

2375.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[hank55663's solution](#)

2376.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

2377.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[hank55663's solution](#)

2378.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

2379.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[hank55663's solution](#)

2380.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2020-03-26 · last AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[hank55663's solution](#)

2381.

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hank55663's solution](#)

2382.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[hank55663's solution](#)

2383.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[hank55663's solution](#)

2384.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

2385.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[hank55663's solution](#)

2386.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[hank55663's solution](#)

2387.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[hank55663's solution](#)

2388.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[hank55663's solution](#)

2389.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[hank55663's solution](#)

2390.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: matrices
[hank55663's solution](#)

2391.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

2392.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[hank55663's solution](#)

2393.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[hank55663's solution](#)

2394.

1272E

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

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[hank55663's solution](#)

2395.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[hank55663's solution](#)

2396.

1260D

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

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
[hank55663's solution](#)

2397.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

2398.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[hank55663's solution](#)

2399.

1228D

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

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[hank55663's solution](#)

2400.

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[hank55663's solution](#)

2401.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[hank55663's solution](#)

2402.

1216E1

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

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[hank55663's solution](#)

2403.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[hank55663's solution](#)

2404.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[hank55663's solution](#)

2405.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[hank55663's solution](#)

2406.

1220D

[Alex and Julian](#) · [Tutorial](#)

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

[hank55663's solution](#)

2407.

1214D

[Treasure Island](#) · [Tutorial](#)

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

[hank55663's solution](#)

2408.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[hank55663's solution](#)

2409.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[hank55663's solution](#)

2410.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math
[hank55663's solution](#)

2411.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[hank55663's solution](#)

2412.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
[hank55663's solution](#)

2413.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[hank55663's solution](#)

2414.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: dp, greedy, math
[hank55663's solution](#)

2415.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[hank55663's solution](#)

2416.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[hank55663's solution](#)

2417.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[hank55663's solution](#)

2418.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees
[hank55663's solution](#)

2419.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[hank55663's solution](#)

2420.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[hank55663's solution](#)

2421.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

2422.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation
[hank55663's solution](#)

2423.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[hank55663's solution](#)

2424.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

2425.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[hank55663's solution](#)

2426.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[hank55663's solution](#)

2427.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[hank55663's solution](#)

2428.

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[hank55663's solution](#)

2429.

1163C1

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

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[hank55663's solution](#)

2430.

1163C2

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

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math
[hank55663's solution](#)

2431.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings
[hank55663's solution](#)

2432.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[hank55663's solution](#)

2433.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

2434.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[hank55663's solution](#)

2435.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[hank55663's solution](#)

2436.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[hank55663's solution](#)

2437.

965D

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

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers
[hank55663's solution](#)

2438.

1153D

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

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[hank55663's solution](#)

2439.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[hank55663's solution](#)

2440.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[hank55663's solution](#)

2441.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

2442.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hank55663's solution](#)

2443.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[hank55663's solution](#)

2444.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[hank55663's solution](#)

2445.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[hank55663's solution](#)

2446.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[hank55663's solution](#)

2447.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hank55663's solution](#)

2448.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

2449.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees
[hank55663's solution](#)

2450.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[hank55663's solution](#)

2451.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[hank55663's solution](#)

2452.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[hank55663's solution](#)

2453.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[hank55663's solution](#)

2454.

1077F1

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

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

2455.

1092F

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

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[hank55663's solution](#)

2456.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[hank55663's solution](#)

2457.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths
[hank55663's solution](#)

2458.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[hank55663's solution](#)

2459.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees
[hank55663's solution](#)

2460.

101911G

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

Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

2461.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

2462.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[hank55663's solution](#)

2463.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

2464.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[hank55663's solution](#)

2465.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hank55663's solution](#)

2466.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[hank55663's solution](#)

2467.

1015E2

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

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[hank55663's solution](#)

2468.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,043 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

2469.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[hank55663's solution](#)

2470.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[hank55663's solution](#)

2471.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[hank55663's solution](#)

2472.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[hank55663's solution](#)

2473.

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[hank55663's solution](#)

2474.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation
[hank55663's solution](#)

2475.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: combinatorics, dp
[hank55663's solution](#)

2476.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: shortest paths
[hank55663's solution](#)

2477.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[hank55663's solution](#)

2478.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, math
[hank55663's solution](#)

2479.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

2480.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: binary search, data structures
[hank55663's solution](#)

2481.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-13 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[hank55663's solution](#)

2482.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings
[hank55663's solution](#)

2483.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[hank55663's solution](#)

2484.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers
[hank55663's solution](#)

2485.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1900 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings
[hank55663's solution](#)

2486.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: dp, implementation
[hank55663's solution](#)

2487.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[hank55663's solution](#)

2488.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, trees
[hank55663's solution](#)

2489.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: bitmasks, trees
[hank55663's solution](#)

2490.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings
[hank55663's solution](#)

2491.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers
[hank55663's solution](#)

2492.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings
[hank55663's solution](#)

2493.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[hank55663's solution](#)

2494.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive
[hank55663's solution](#)

2495.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hank55663's solution](#)

2496.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: binary search, math
[hank55663's solution](#)

2497.

686D

[Key and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees
[hank55663's solution](#)

2498.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-18 · GNU C++ (first AC) · Tags: dp, strings
[hank55663's solution](#)

2499.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers
[hank55663's solution](#)

2500.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

2501.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2015-02-03 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp, math
[hank55663's solution](#)

2502.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, math

[hank55663's solution](#)

2503.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[hank55663's solution](#)

2504.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[hank55663's solution](#)

2505.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[hank55663's solution](#)

2506.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[hank55663's solution](#)

2507.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[hank55663's solution](#)

2508.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[hank55663's solution](#)

2509.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[hank55663's solution](#)

2510.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[hank55663's solution](#)

2511.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[hank55663's solution](#)

2512.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data

structures, divide and conquer, implementation, two pointers

[hank55663's solution](#)

2513.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[hank55663's solution](#)

2514.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[hank55663's solution](#)

2515.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[hank55663's solution](#)

2516.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[hank55663's solution](#)

2517.

1893C

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

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

[hank55663's solution](#)

2518.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[hank55663's solution](#)

2519.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[hank55663's solution](#)

2520.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[hank55663's solution](#)

2521.

1827B1

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

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

[hank55663's solution](#)

2522.

1815B

[Sum Graph](#) · [Tutorial](#)

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

[hank55663's solution](#)

2523.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[hank55663's solution](#)

2524.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[hank55663's solution](#)

2525.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[hank55663's solution](#)

2526.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[hank55663's solution](#)

2527.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

2528.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[hank55663's solution](#)

2529.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[hank55663's solution](#)

2530.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[hank55663's solution](#)

2531.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[hank55663's solution](#)

2532.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[hank55663's solution](#)

2533.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[hank55663's solution](#)

2534.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[hank55663's solution](#)

2535.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings
[hank55663's solution](#)

2536.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[hank55663's solution](#)

2537.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[hank55663's solution](#)

2538.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[hank55663's solution](#)

2539.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[hank55663's solution](#)

2540.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[hank55663's solution](#)

2541.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
[hank55663's solution](#)

2542.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[hank55663's solution](#)

2543.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hank55663's solution](#)

2544.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[hank55663's solution](#)

2545.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[hank55663's solution](#)

2546.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[hank55663's solution](#)

2547.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hank55663's solution](#)

2548.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[hank55663's solution](#)

2549.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[hank55663's solution](#)

2550.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

2551.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[hank55663's solution](#)

2552.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[hank55663's solution](#)

2553.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[hank55663's solution](#)

2554.

1588B

[Guess the Permutation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[hank55663's solution](#)

2555.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[hank55663's solution](#)

2556.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[hank55663's solution](#)

2557.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

2558.

1493C

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

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[hank55663's solution](#)

2559.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[hank55663's solution](#)

2560.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[hank55663's solution](#)

2561.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[hank55663's solution](#)

2562.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[hank55663's solution](#)

2563.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[hank55663's solution](#)

2564.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[hank55663's solution](#)

2565.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[hank55663's solution](#)

2566.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[hank55663's solution](#)

2567.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[hank55663's solution](#)

2568.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[hank55663's solution](#)

2569.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[hank55663's solution](#)

2570.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[hank55663's solution](#)

2571.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

2572.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

2573.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[hank55663's solution](#)

2574.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, shortest paths

[hank55663's solution](#)

2575.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[hank55663's solution](#)

2576.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hank55663's solution](#)

2577.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[hank55663's solution](#)

2578.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

2579.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

2580.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[hank55663's solution](#)

2581.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[hank55663's solution](#)

2582.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[hank55663's solution](#)

2583.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

2584.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[hank55663's solution](#)

2585.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[hank55663's solution](#)

2586.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[hank55663's solution](#)

2587.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[hank55663's solution](#)

2588.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[hank55663's solution](#)

2589.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[hank55663's solution](#)

2590.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
[hank55663's solution](#)

2591.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[hank55663's solution](#)

2592.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hank55663's solution](#)

2593.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[hank55663's solution](#)

2594.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[hank55663's solution](#)

2595.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[hank55663's solution](#)

2596.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hank55663's solution](#)

2597.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

2598.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[hank55663's solution](#)

2599.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[hank55663's solution](#)

2600.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[hank55663's solution](#)

2601.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

2602.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[hank55663's solution](#)

2603.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[hank55663's solution](#)

2604.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[hank55663's solution](#)

2605.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

2606.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hank55663's solution](#)

2607.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[hank55663's solution](#)

2608.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hank55663's solution](#)

2609.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[hank55663's solution](#)

2610.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[hank55663's solution](#)

2611.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hank55663's solution](#)

2612.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[hank55663's solution](#)

2613.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp
[hank55663's solution](#)

2614.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[hank55663's solution](#)

2615.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[hank55663's solution](#)

2616.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[hank55663's solution](#)

2617.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings
[hank55663's solution](#)

2618.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[hank55663's solution](#)

2619.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[hank55663's solution](#)

2620.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[hank55663's solution](#)

2621.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
[hank55663's solution](#)

2622.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

2623.

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[hank55663's solution](#)

2624.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[hank55663's solution](#)

2625.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[hank55663's solution](#)

2626.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[hank55663's solution](#)

2627.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[hank55663's solution](#)

2628.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[hank55663's solution](#)

2629.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[hank55663's solution](#)

2630.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[hank55663's solution](#)

2631.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[hank55663's solution](#)

2632.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

2633.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[hank55663's solution](#)

2634.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

2635.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[hank55663's solution](#)

2636.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[hank55663's solution](#)

2637.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[hank55663's solution](#)

2638.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[hank55663's solution](#)

2639.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[hank55663's solution](#)

2640.

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

2641.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[hank55663's solution](#)

2642.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[hank55663's solution](#)

2643.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-16 · last AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[hank55663's solution](#)

2644.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[hank55663's solution](#)

2645.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[hank55663's solution](#)

2646.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[hank55663's solution](#)

2647.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[hank55663's solution](#)

2648.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

2649.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[hank55663's solution](#)

2650.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[hank55663's solution](#)

2651.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

2652.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

2653.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[hank55663's solution](#)

2654.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

2655.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[hank55663's solution](#)

2656.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[hank55663's solution](#)

2657.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[hank55663's solution](#)

2658.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[hank55663's solution](#)

2659.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[hank55663's solution](#)

2660.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[hank55663's solution](#)

2661.

1092E

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

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[hank55663's solution](#)

2662.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hank55663's solution](#)

2663.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[hank55663's solution](#)

2664.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[hank55663's solution](#)

2665.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[hank55663's solution](#)

2666.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[hank55663's solution](#)

2667.

1053B

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

Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[hank55663's solution](#)

2668.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[hank55663's solution](#)

2669.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[hank55663's solution](#)

2670.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[hank55663's solution](#)

2671.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[hank55663's solution](#)

2672.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[hank55663's solution](#)

2673.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

2674.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[hank55663's solution](#)

2675.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 2000 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[hank55663's solution](#)

2676.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[hank55663's solution](#)

2677.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[hank55663's solution](#)

2678.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[hank55663's solution](#)

2679.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hank55663's solution](#)

2680.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[hank55663's solution](#)

2681.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[hank55663's solution](#)

2682.

896B

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

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[hank55663's solution](#)

2683.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[hank55663's solution](#)

2684.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

2685.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[hank55663's solution](#)

2686.

855C

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

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: dp, trees
[hank55663's solution](#)

2687.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: data structures, sortings
[hank55663's solution](#)

2688.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive
[hank55663's solution](#)

2689.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++ (first AC) · Tags: brute force, interactive, probabilities
[hank55663's solution](#)

2690.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[hank55663's solution](#)

2691.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[hank55663's solution](#)

2692.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[hank55663's solution](#)

2693.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory
[hank55663's solution](#)

2694.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy,

sortings

[hank55663's solution](#)

2695.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[hank55663's solution](#)

2696.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

2697.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

2698.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[hank55663's solution](#)

2699.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hank55663's solution](#)

2700.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-30 · GNU C++ (first AC) · Tags: graphs, shortest paths

[hank55663's solution](#)

2701.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[hank55663's solution](#)

2702.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: brute force, dp

[hank55663's solution](#)

2703.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[hank55663's solution](#)

2704.

514C

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

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[hank55663's solution](#)

2705.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: dp, greedy, implementation
[hank55663's solution](#)

2706.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: math, strings
[hank55663's solution](#)

2707.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, implementation
[hank55663's solution](#)

2708.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: brute force, math
[hank55663's solution](#)

2709.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs
[hank55663's solution](#)

2710.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[hank55663's solution](#)

2711.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[hank55663's solution](#)

2712.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths
[hank55663's solution](#)

2713.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

2714.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
[hank55663's solution](#)

2715.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[hank55663's solution](#)

2716.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[hank55663's solution](#)

2717.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[hank55663's solution](#)

2718.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings
[hank55663's solution](#)

2719.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[hank55663's solution](#)

2720.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[hank55663's solution](#)

2721.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[hank55663's solution](#)

2722.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[hank55663's solution](#)

2723.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[hank55663's solution](#)

2724.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[hank55663's solution](#)

2725.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[hank55663's solution](#)

2726.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[hank55663's solution](#)

2727.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[hank55663's solution](#)

2728.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[hank55663's solution](#)

2729.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[hank55663's solution](#)

2730.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[hank55663's solution](#)

2731.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[hank55663's solution](#)

2732.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hank55663's solution](#)

2733.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[hank55663's solution](#)

2734.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hank55663's solution](#)

2735.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[hank55663's solution](#)

2736.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

2737.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

2738.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[hank55663's solution](#)

2739.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[hank55663's solution](#)

2740.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[hank55663's solution](#)

2741.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[hank55663's solution](#)

2742.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[hank55663's solution](#)

2743.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[hank55663's solution](#)

2744.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hank55663's solution](#)

2745.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[hank55663's solution](#)

2746.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[hank55663's solution](#)

2747.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[hank55663's solution](#)

2748.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

2749.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[hank55663's solution](#)

2750.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[hank55663's solution](#)

2751.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

2752.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[hank55663's solution](#)

2753.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[hank55663's solution](#)

2754.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[hank55663's solution](#)

2755.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[hank55663's solution](#)

2756.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[hank55663's solution](#)

2757.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[hank55663's solution](#)

2758.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[hank55663's solution](#)

2759.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[hank55663's solution](#)

2760.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[hank55663's solution](#)

2761.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[hank55663's solution](#)

2762.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hank55663's solution](#)

2763.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[hank55663's solution](#)

2764.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[hank55663's solution](#)

2765.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[hank55663's solution](#)

2766.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[hank55663's solution](#)

2767.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[hank55663's solution](#)

2768.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[hank55663's solution](#)

2769.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[hank55663's solution](#)

2770.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[hank55663's solution](#)

2771.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[hank55663's solution](#)

2772.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[hank55663's solution](#)

2773.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[hank55663's solution](#)

2774.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[hank55663's solution](#)

2775.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[hank55663's solution](#)

2776.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[hank55663's solution](#)

2777.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hank55663's solution](#)

2778.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

2779.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[hank55663's solution](#)

2780.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[hank55663's solution](#)

2781.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

2782.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[hank55663's solution](#)

2783.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[hank55663's solution](#)

2784.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

2785.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

2786.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[hank55663's solution](#)

2787.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[hank55663's solution](#)

2788.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[hank55663's solution](#)

2789.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[hank55663's solution](#)

2790.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[hank55663's solution](#)

2791.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[hank55663's solution](#)

2792.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[hank55663's solution](#)

2793.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
[hank55663's solution](#)

2794.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[hank55663's solution](#)

2795.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[hank55663's solution](#)

2796.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[hank55663's solution](#)

2797.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[hank55663's solution](#)

2798.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[hank55663's solution](#)

2799.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[hank55663's solution](#)

2800.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[hank55663's solution](#)

2801.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[hank55663's solution](#)

2802.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[hank55663's solution](#)

2803.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[hank55663's solution](#)

2804.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hank55663's solution](#)

2805.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[hank55663's solution](#)

2806.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

2807.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[hank55663's solution](#)

2808.

1266E

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

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[hank55663's solution](#)

2809.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[hank55663's solution](#)

2810.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[hank55663's solution](#)

2811.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

2812.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[hank55663's solution](#)

2813.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[hank55663's solution](#)

2814.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[hank55663's solution](#)

2815.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[hank55663's solution](#)

2816.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[hank55663's solution](#)

2817.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[hank55663's solution](#)

2818.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

2819.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[hank55663's solution](#)

2820.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[hank55663's solution](#)

2821.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[hank55663's solution](#)

2822.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
[hank55663's solution](#)

2823.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[hank55663's solution](#)

2824.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
[hank55663's solution](#)

2825.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings
[hank55663's solution](#)

2826.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[hank55663's solution](#)

2827.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[hank55663's solution](#)

2828.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

2829.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[hank55663's solution](#)

2830.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[hank55663's solution](#)

2831.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

2832.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[hank55663's solution](#)

2833.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[hank55663's solution](#)

2834.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[hank55663's solution](#)

2835.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[hank55663's solution](#)

2836.

1183F

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

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[hank55663's solution](#)

2837.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[hank55663's solution](#)

2838.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[hank55663's solution](#)

2839.

1185G1

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

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[hank55663's solution](#)

2840.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[hank55663's solution](#)

2841.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[hank55663's solution](#)

2842.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings
[hank55663's solution](#)

2843.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[hank55663's solution](#)

2844.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[hank55663's solution](#)

2845.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[hank55663's solution](#)

2846.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy,

probabilities, shortest paths

[hank55663's solution](#)

2847.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[hank55663's solution](#)

2848.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[hank55663's solution](#)

2849.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[hank55663's solution](#)

2850.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

2851.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[hank55663's solution](#)

2852.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[hank55663's solution](#)

2853.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[hank55663's solution](#)

2854.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[hank55663's solution](#)

2855.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

2856.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[hank55663's solution](#)

2857.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy
[hank55663's solution](#)

2858.

1108E2

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

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[hank55663's solution](#)

2859.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[hank55663's solution](#)

2860.

992D

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

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[hank55663's solution](#)

2861.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

2862.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[hank55663's solution](#)

2863.

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[hank55663's solution](#)

2864.

1066F

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

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

2865.

1077F2

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

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[hank55663's solution](#)

2866.

1056E

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

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings
[hank55663's solution](#)

2867.

1078B

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

Rating: 2100 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[hank55663's solution](#)

2868.

1074C

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

Quality: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[hank55663's solution](#)

2869.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

2870.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[hank55663's solution](#)

2871.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy

[hank55663's solution](#)

2872.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[hank55663's solution](#)

2873.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[hank55663's solution](#)

2874.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[hank55663's solution](#)

2875.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[hank55663's solution](#)

2876.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[hank55663's solution](#)

2877.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

2878.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry
[hank55663's solution](#)

2879.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-15 · last AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[hank55663's solution](#)

2880.

988F

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

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

2881.

988E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[hank55663's solution](#)

2882.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[hank55663's solution](#)

2883.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[hank55663's solution](#)

2884.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[hank55663's solution](#)

2885.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

2886.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs
[hank55663's solution](#)

2887.

960D

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

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees
[hank55663's solution](#)

2888.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[hank55663's solution](#)

2889.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings
[hank55663's solution](#)

2890.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[hank55663's solution](#)

2891.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[hank55663's solution](#)

2892.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[hank55663's solution](#)

2893.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, strings
[hank55663's solution](#)

2894.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: combinatorics, math, strings
[hank55663's solution](#)

2895.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation
[hank55663's solution](#)

2896.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: greedy, sortings
[hank55663's solution](#)

2897.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings
[hank55663's solution](#)

2898.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: data structures
[hank55663's solution](#)

2899.

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[hank55663's solution](#)

2900.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: binary search, implementation, math

[hank55663's solution](#)

2901.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, strings

[hank55663's solution](#)

2902.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[hank55663's solution](#)

2903.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[hank55663's solution](#)

2904.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[hank55663's solution](#)

2905.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[hank55663's solution](#)

2906.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[hank55663's solution](#)

2907.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[hank55663's solution](#)

2908.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[hank55663's solution](#)

2909.

790B

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

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[hank55663's solution](#)

2910.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[hank55663's solution](#)

2911.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[hank55663's solution](#)

2912.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[hank55663's solution](#)

2913.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: brute force, greedy

[hank55663's solution](#)

2914.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[hank55663's solution](#)

2915.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[hank55663's solution](#)

2916.

752E

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

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[hank55663's solution](#)

2917.

752D

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

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[hank55663's solution](#)

2918.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[hank55663's solution](#)

2919.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[hank55663's solution](#)

2920.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: data structures, math

[hank55663's solution](#)

2921.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-25 · GNU C++0x (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

2922.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[hank55663's solution](#)

2923.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[hank55663's solution](#)

2924.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[hank55663's solution](#)

2925.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[hank55663's solution](#)

2926.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[hank55663's solution](#)

2927.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

2928.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[hank55663's solution](#)

2929.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[hank55663's solution](#)

2930.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[hank55663's solution](#)

2931.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[hank55663's solution](#)

2932.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[hank55663's solution](#)

2933.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[hank55663's solution](#)

2934.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[hank55663's solution](#)

2935.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[hank55663's solution](#)

2936.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[hank55663's solution](#)

2937.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[hank55663's solution](#)

2938.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[hank55663's solution](#)

2939.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, probabilities
[hank55663's solution](#)

2940.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[hank55663's solution](#)

2941.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hank55663's solution](#)

2942.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[hank55663's solution](#)

2943.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[hank55663's solution](#)

2944.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[hank55663's solution](#)

2945.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[hank55663's solution](#)

2946.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[hank55663's solution](#)

2947.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[hank55663's solution](#)

2948.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[hank55663's solution](#)

2949.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[hank55663's solution](#)

2950.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[hank55663's solution](#)

2951.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[hank55663's solution](#)

2952.

1641C

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

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

[hank55663's solution](#)

2953.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[hank55663's solution](#)

2954.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[hank55663's solution](#)

2955.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[hank55663's solution](#)

2956.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[hank55663's solution](#)

2957.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[hank55663's solution](#)

2958.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[hank55663's solution](#)

2959.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

2960.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[hank55663's solution](#)

2961.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[hank55663's solution](#)

2962.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[hank55663's solution](#)

2963.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[hank55663's solution](#)

2964.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[hank55663's solution](#)

2965.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hank55663's solution](#)

2966.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

2967.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[hank55663's solution](#)

2968.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[hank55663's solution](#)

2969.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

2970.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[hank55663's solution](#)

2971.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[hank55663's solution](#)

2972.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[hank55663's solution](#)

2973.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[hank55663's solution](#)

2974.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[hank55663's solution](#)

2975.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[hank55663's solution](#)

2976.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[hank55663's solution](#)

2977.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[hank55663's solution](#)

2978.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[hank55663's solution](#)

2979.

1520F2

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

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[hank55663's solution](#)

2980.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

2981.

1503C

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

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

[hank55663's solution](#)

2982.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[hank55663's solution](#)

2983.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[hank55663's solution](#)

2984.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[hank55663's solution](#)

2985.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[hank55663's solution](#)

2986.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[hank55663's solution](#)

2987.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[hank55663's solution](#)

2988.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[hank55663's solution](#)

2989.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

2990.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[hank55663's solution](#)

2991.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

2992.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

2993.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[hank55663's solution](#)

2994.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[hank55663's solution](#)

2995.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[hank55663's solution](#)

2996.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[hank55663's solution](#)

2997.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[hank55663's solution](#)

2998.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[hank55663's solution](#)

2999.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[hank55663's solution](#)

3000.

1398E

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

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[hank55663's solution](#)

3001.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[hank55663's solution](#)

3002.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hank55663's solution](#)

3003.

1373E

[Sum of Digits](#) · [Tutorial](#)

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

[hank55663's solution](#)

3004.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[hank55663's solution](#)

3005.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[hank55663's solution](#)

3006.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

3007.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[hank55663's solution](#)

3008.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[hank55663's solution](#)

3009.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

3010.

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[hank55663's solution](#)

3011.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hank55663's solution](#)

3012.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[hank55663's solution](#)

3013.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[hank55663's solution](#)

3014.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hank55663's solution](#)

3015.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[hank55663's solution](#)

3016.

1261D1

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

Rating: 2200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

3017.

1261C

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

Rating: 2200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[hank55663's solution](#)

3018.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

3019.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[hank55663's solution](#)

3020.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

3021.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[hank55663's solution](#)

3022.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[hank55663's solution](#)

3023.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[hank55663's solution](#)

3024.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[hank55663's solution](#)

3025.

954I

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

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[hank55663's solution](#)

3026.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[hank55663's solution](#)

3027.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[hank55663's solution](#)

3028.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

3029.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

3030.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[hank55663's solution](#)

3031.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hank55663's solution](#)

3032.

1216E2

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

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hank55663's solution](#)

3033.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hank55663's solution](#)

3034.

1238E

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

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hank55663's solution](#)

3035.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hank55663's solution](#)

3036.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hank55663's solution](#)

3037.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[hank55663's solution](#)

3038.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

3039.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[hank55663's solution](#)

3040.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[hank55663's solution](#)

3041.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[hank55663's solution](#)

3042.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[hank55663's solution](#)

3043.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[hank55663's solution](#)

3044.

1194E

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[hank55663's solution](#)

3045.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[hank55663's solution](#)

3046.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[hank55663's solution](#)

3047.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hank55663's solution](#)

3048.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[hank55663's solution](#)

3049.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[hank55663's solution](#)

3050.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[hank55663's solution](#)

3051.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[hank55663's solution](#)

3052.

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[hank55663's solution](#)

3053.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[hank55663's solution](#)

3054.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[hank55663's solution](#)

3055.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[hank55663's solution](#)

3056.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[hank55663's solution](#)

3057.

1158B

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

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[hank55663's solution](#)

3058.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

3059.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[hank55663's solution](#)

3060.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[hank55663's solution](#)

3061.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[hank55663's solution](#)

3062.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math
[hank55663's solution](#)

3063.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[hank55663's solution](#)

3064.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees
[hank55663's solution](#)

3065.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[hank55663's solution](#)

3066.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive
[hank55663's solution](#)

3067.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[hank55663's solution](#)

3068.

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
[hank55663's solution](#)

3069.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[hank55663's solution](#)

3070.

1136E

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

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[hank55663's solution](#)

3071.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[hank55663's solution](#)

3072.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[hank55663's solution](#)

3073.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · last AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[hank55663's solution](#)

3074.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

3075.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[hank55663's solution](#)

3076.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[hank55663's solution](#)

3077.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[hank55663's solution](#)

3078.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[hank55663's solution](#)

3079.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[hank55663's solution](#)

3080.

1092D2

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

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

3081.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[hank55663's solution](#)

3082.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[hank55663's solution](#)

3083.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[hank55663's solution](#)

3084.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[hank55663's solution](#)

3085.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[hank55663's solution](#)

3086.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[hank55663's solution](#)

3087.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[hank55663's solution](#)

3088.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

3089.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[hank55663's solution](#)

3090.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

3091.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hank55663's solution](#)

3092.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[hank55663's solution](#)

3093.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[hank55663's solution](#)

3094.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[hank55663's solution](#)

3095.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[hank55663's solution](#)

3096.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

3097.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[hank55663's solution](#)

3098.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[hank55663's solution](#)

3099.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[hank55663's solution](#)

3100.

863F

[Almost Permutation](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: flows

[hank55663's solution](#)

3101.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[hank55663's solution](#)

3102.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[hank55663's solution](#)

3103.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[hank55663's solution](#)

3104.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[hank55663's solution](#)

3105.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-06-05 · last AC: 2017-06-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

3106.

807E

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-08 · GNU C++11 (first AC) · Tags: binary search, greedy

[hank55663's solution](#)

3107.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[hank55663's solution](#)

3108.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[hank55663's solution](#)

3109.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: bitmasks, dp

[hank55663's solution](#)

3110.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[hank55663's solution](#)

3111.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[hank55663's solution](#)

3112.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[hank55663's solution](#)

3113.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[hank55663's solution](#)

3114.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[hank55663's solution](#)

3115.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[hank55663's solution](#)

3116.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[hank55663's solution](#)

3117.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[hank55663's solution](#)

3118.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

3119.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[hank55663's solution](#)

3120.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[hank55663's solution](#)

3121.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[hank55663's solution](#)

3122.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[hank55663's solution](#)

3123.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[hank55663's solution](#)

3124.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[hank55663's solution](#)

3125.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[hank55663's solution](#)

3126.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[hank55663's solution](#)

3127.

1917D

[Yet Another Inversions Problem](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[hank55663's solution](#)

3128.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[hank55663's solution](#)

3129.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[hank55663's solution](#)

3130.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[hank55663's solution](#)

3131.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

3132.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[hank55663's solution](#)

3133.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[hank55663's solution](#)

3134.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[hank55663's solution](#)

3135.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[hank55663's solution](#)

3136.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[hank55663's solution](#)

3137.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[hank55663's solution](#)

3138.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[hank55663's solution](#)

3139.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[hank55663's solution](#)

3140.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[hank55663's solution](#)

3141.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[hank55663's solution](#)

3142.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[hank55663's solution](#)

3143.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[hank55663's solution](#)

3144.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[hank55663's solution](#)

3145.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[hank55663's solution](#)

3146.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[hank55663's solution](#)

3147.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[hank55663's solution](#)

3148.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[hank55663's solution](#)

3149.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[hank55663's solution](#)

3150.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math
[hank55663's solution](#)

3151.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math
[hank55663's solution](#)

3152.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[hank55663's solution](#)

3153.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[hank55663's solution](#)

3154.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[hank55663's solution](#)

3155.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[hank55663's solution](#)

3156.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[hank55663's solution](#)

3157.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[hank55663's solution](#)

3158.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[hank55663's solution](#)

3159.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[hank55663's solution](#)

3160.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[hank55663's solution](#)

3161.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[hank55663's solution](#)

3162.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[hank55663's solution](#)

3163.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
[hank55663's solution](#)

3164.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[hank55663's solution](#)

3165.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory
[hank55663's solution](#)

3166.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[hank55663's solution](#)

3167.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[hank55663's solution](#)

3168.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[hank55663's solution](#)

3169.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[hank55663's solution](#)

3170.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[hank55663's solution](#)

3171.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
[hank55663's solution](#)

3172.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[hank55663's solution](#)

3173.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[hank55663's solution](#)

3174.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[hank55663's solution](#)

3175.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[hank55663's solution](#)

3176.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[hank55663's solution](#)

3177.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation

[hank55663's solution](#)

3178.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[hank55663's solution](#)

3179.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[hank55663's solution](#)

3180.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[hank55663's solution](#)

3181.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

3182.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

3183.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[hank55663's solution](#)

3184.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hank55663's solution](#)

3185.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[hank55663's solution](#)

3186.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[hank55663's solution](#)

3187.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[hank55663's solution](#)

3188.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[hank55663's solution](#)

3189.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[hank55663's solution](#)

3190.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[hank55663's solution](#)

3191.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[hank55663's solution](#)

3192.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[hank55663's solution](#)

3193.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[hank55663's solution](#)

3194.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[hank55663's solution](#)

3195.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[hank55663's solution](#)

3196.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[hank55663's solution](#)

3197.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

3198.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[hank55663's solution](#)

3199.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[hank55663's solution](#)

3200.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

3201.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation

[hank55663's solution](#)

3202.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[hank55663's solution](#)

3203.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
[hank55663's solution](#)

3204.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[hank55663's solution](#)

3205.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities
[hank55663's solution](#)

3206.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[hank55663's solution](#)

3207.

1276C

[Beautiful Rectangle](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[hank55663's solution](#)

3208.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[hank55663's solution](#)

3209.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[hank55663's solution](#)

3210.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[hank55663's solution](#)

3211.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[hank55663's solution](#)

3212.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings
[hank55663's solution](#)

3213.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[hank55663's solution](#)

3214.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[hank55663's solution](#)

3215.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

3216.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hank55663's solution](#)

3217.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[hank55663's solution](#)

3218.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[hank55663's solution](#)

3219.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[hank55663's solution](#)

3220.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[hank55663's solution](#)

3221.

1251E1

[Voting \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

3222.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hank55663's solution](#)

3223.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[hank55663's solution](#)

3224.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[hank55663's solution](#)

3225.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[hank55663's solution](#)

3226.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[hank55663's solution](#)

3227.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

3228.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[hank55663's solution](#)

3229.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation

[hank55663's solution](#)

3230.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: dp

[hank55663's solution](#)

3231.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[hank55663's solution](#)

3232.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings

[hank55663's solution](#)

3233.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures,

dp, shortest paths, sortings

[hank55663's solution](#)

3234.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hank55663's solution](#)

3235.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[hank55663's solution](#)

3236.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[hank55663's solution](#)

3237.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hank55663's solution](#)

3238.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[hank55663's solution](#)

3239.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[hank55663's solution](#)

3240.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[hank55663's solution](#)

3241.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[hank55663's solution](#)

3242.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[hank55663's solution](#)

3243.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

3244.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[hank55663's solution](#)

3245.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[hank55663's solution](#)

3246.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[hank55663's solution](#)

3247.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[hank55663's solution](#)

3248.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[hank55663's solution](#)

3249.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[hank55663's solution](#)

3250.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[hank55663's solution](#)

3251.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[hank55663's solution](#)

3252.

1131E

[String Multiplication](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[hank55663's solution](#)

3253.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[hank55663's solution](#)

3254.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[hank55663's solution](#)

3255.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

3256.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[hank55663's solution](#)

3257.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[hank55663's solution](#)

3258.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hank55663's solution](#)

3259.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[hank55663's solution](#)

3260.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[hank55663's solution](#)

3261.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[hank55663's solution](#)

3262.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[hank55663's solution](#)

3263.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[hank55663's solution](#)

3264.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

3265.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[hank55663's solution](#)

3266.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math
[hank55663's solution](#)

3267.

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[hank55663's solution](#)

3268.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[hank55663's solution](#)

3269.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[hank55663's solution](#)

3270.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
[hank55663's solution](#)

3271.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: data structures, trees
[hank55663's solution](#)

3272.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs
[hank55663's solution](#)

3273.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures, greedy
[hank55663's solution](#)

3274.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: data structures, flows, hashing
[hank55663's solution](#)

3275.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[hank55663's solution](#)

3276.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[hank55663's solution](#)

3277.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[hank55663's solution](#)

3278.

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: dp, hashing, strings, trees

[hank55663's solution](#)

3279.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2017-09-08 · GNU C++ (first AC) · Tags: dfs and similar, greedy, trees

[hank55663's solution](#)

3280.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-07 · GNU C++ (first AC) · Tags: dp

[hank55663's solution](#)

3281.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[hank55663's solution](#)

3282.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[hank55663's solution](#)

3283.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: games, trees

[hank55663's solution](#)

3284.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[hank55663's solution](#)

3285.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: dp, strings

[hank55663's solution](#)

3286.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[hank55663's solution](#)

3287.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[hank55663's solution](#)

3288.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[hank55663's solution](#)

3289.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[hank55663's solution](#)

3290.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[hank55663's solution](#)

3291.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

3292.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

3293.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[hank55663's solution](#)

3294.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[hank55663's solution](#)

3295.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[hank55663's solution](#)

3296.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[hank55663's solution](#)

3297.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees
[hank55663's solution](#)

3298.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[hank55663's solution](#)

3299.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[hank55663's solution](#)

3300.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive
[hank55663's solution](#)

3301.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[hank55663's solution](#)

3302.

1930E

[2..3...4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

3303.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
[hank55663's solution](#)

3304.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[hank55663's solution](#)

3305.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[hank55663's solution](#)

3306.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[hank55663's solution](#)

3307.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[hank55663's solution](#)

3308.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[hank55663's solution](#)

3309.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[hank55663's solution](#)

3310.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[hank55663's solution](#)

3311.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[hank55663's solution](#)

3312.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

3313.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[hank55663's solution](#)

3314.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[hank55663's solution](#)

3315.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[hank55663's solution](#)

3316.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[hank55663's solution](#)

3317.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[hank55663's solution](#)

3318.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[hank55663's solution](#)

3319.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[hank55663's solution](#)

3320.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[hank55663's solution](#)

3321.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[hank55663's solution](#)

3322.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[hank55663's solution](#)

3323.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[hank55663's solution](#)

3324.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[hank55663's solution](#)

3325.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[hank55663's solution](#)

3326.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[hank55663's solution](#)

3327.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[hank55663's solution](#)

3328.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hank55663's solution](#)

3329.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[hank55663's solution](#)

3330.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[hank55663's solution](#)

3331.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[hank55663's solution](#)

3332.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[hank55663's solution](#)

3333.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[hank55663's solution](#)

3334.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

3335.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[hank55663's solution](#)

3336.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[hank55663's solution](#)

3337.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[hank55663's solution](#)

3338.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[hank55663's solution](#)

3339.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[hank55663's solution](#)

3340.

1619H

[Permutation and Queries](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[hank55663's solution](#)

3341.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[hank55663's solution](#)

3342.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[hank55663's solution](#)

3343.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[hank55663's solution](#)

3344.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[hank55663's solution](#)

3345.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation,

math, number theory, sortings, two pointers

[hank55663's solution](#)

3346.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[hank55663's solution](#)

3347.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[hank55663's solution](#)

3348.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

3349.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[hank55663's solution](#)

3350.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[hank55663's solution](#)

3351.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[hank55663's solution](#)

3352.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[hank55663's solution](#)

3353.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[hank55663's solution](#)

3354.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[hank55663's solution](#)

3355.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[hank55663's solution](#)

3356.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[hank55663's solution](#)

3357.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[hank55663's solution](#)

3358.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[hank55663's solution](#)

3359.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[hank55663's solution](#)

3360.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[hank55663's solution](#)

3361.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[hank55663's solution](#)

3362.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[hank55663's solution](#)

3363.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[hank55663's solution](#)

3364.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[hank55663's solution](#)

3365.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

3366.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · last AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[hank55663's solution](#)

3367.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[hank55663's solution](#)

3368.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[hank55663's solution](#)

3369.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[hank55663's solution](#)

3370.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[hank55663's solution](#)

3371.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[hank55663's solution](#)

3372.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[hank55663's solution](#)

3373.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[hank55663's solution](#)

3374.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[hank55663's solution](#)

3375.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[hank55663's solution](#)

3376.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[hank55663's solution](#)

3377.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[hank55663's solution](#)

3378.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[hank55663's solution](#)

3379.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[hank55663's solution](#)

3380.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[hank55663's solution](#)

3381.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hank55663's solution](#)

3382.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[hank55663's solution](#)

3383.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[hank55663's solution](#)

3384.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[hank55663's solution](#)

3385.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hank55663's solution](#)

3386.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[hank55663's solution](#)

3387.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[hank55663's solution](#)

3388.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[hank55663's solution](#)

3389.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[hank55663's solution](#)

3390.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[hank55663's solution](#)

3391.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

3392.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[hank55663's solution](#)

3393.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[hank55663's solution](#)

3394.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[hank55663's solution](#)

3395.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hank55663's solution](#)

3396.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[hank55663's solution](#)

3397.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[hank55663's solution](#)

3398.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

3399.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2019-11-30 · last AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[hank55663's solution](#)

3400.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[hank55663's solution](#)

3401.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[hank55663's solution](#)

3402.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[hank55663's solution](#)

3403.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hank55663's solution](#)

3404.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[hank55663's solution](#)

3405.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hank55663's solution](#)

3406.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[hank55663's solution](#)

3407.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[hank55663's solution](#)

3408.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[hank55663's solution](#)

3409.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[hank55663's solution](#)

3410.

1205C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
[hank55663's solution](#)

3411.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[hank55663's solution](#)

3412.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[hank55663's solution](#)

3413.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[hank55663's solution](#)

3414.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[hank55663's solution](#)

3415.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[hank55663's solution](#)

3416.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[hank55663's solution](#)

3417.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[hank55663's solution](#)

3418.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[hank55663's solution](#)

3419.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[hank55663's solution](#)

3420.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[hank55663's solution](#)

3421.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[hank55663's solution](#)

3422.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[hank55663's solution](#)

3423.

1163E

[Magical Permutation](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[hank55663's solution](#)

3424.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[hank55663's solution](#)

3425.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[hank55663's solution](#)

3426.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hank55663's solution](#)

3427.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[hank55663's solution](#)

3428.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[hank55663's solution](#)

3429.

1132G

[Greedy Subsequences](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[hank55663's solution](#)

3430.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

3431.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-31 · last AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[hank55663's solution](#)

3432.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

3433.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[hank55663's solution](#)

3434.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[hank55663's solution](#)

3435.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[hank55663's solution](#)

3436.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[hank55663's solution](#)

3437.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[hank55663's solution](#)

3438.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[hank55663's solution](#)

3439.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-26 · last AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[hank55663's solution](#)

3440.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

3441.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[hank55663's solution](#)

3442.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[hank55663's solution](#)

3443.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

3444.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[hank55663's solution](#)

3445.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[hank55663's solution](#)

3446.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[hank55663's solution](#)

3447.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[hank55663's solution](#)

3448.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft
[hank55663's solution](#)

3449.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: strings
[hank55663's solution](#)

3450.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees
[hank55663's solution](#)

3451.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

3452.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[hank55663's solution](#)

3453.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[hank55663's solution](#)

3454.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[hank55663's solution](#)

3455.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities
[hank55663's solution](#)

3456.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · last AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees
[hank55663's solution](#)

3457.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[hank55663's solution](#)

3458.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[hank55663's solution](#)

3459.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

3460.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[hank55663's solution](#)

3461.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[hank55663's solution](#)

3462.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[hank55663's solution](#)

3463.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hank55663's solution](#)

3464.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[hank55663's solution](#)

3465.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[hank55663's solution](#)

3466.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[hank55663's solution](#)

3467.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[hank55663's solution](#)

3468.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dsu, string suffix structures, strings

[hank55663's solution](#)

3469.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[hank55663's solution](#)

3470.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[hank55663's solution](#)

3471.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

3472.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[hank55663's solution](#)

3473.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[hank55663's solution](#)

3474.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-22 · last AC: 2017-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[hank55663's solution](#)

3475.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-21 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[hank55663's solution](#)

3476.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[hank55663's solution](#)

3477.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[hank55663's solution](#)

3478.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics,

data structures, greedy, math

[hank55663's solution](#)

3479.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[hank55663's solution](#)

3480.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hank55663's solution](#)

3481.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

3482.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[hank55663's solution](#)

3483.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[hank55663's solution](#)

3484.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[hank55663's solution](#)

3485.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[hank55663's solution](#)

3486.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

3487.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[hank55663's solution](#)

3488.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

3489.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[hank55663's solution](#)

3490.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[hank55663's solution](#)

3491.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[hank55663's solution](#)

3492.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[hank55663's solution](#)

3493.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[hank55663's solution](#)

3494.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[hank55663's solution](#)

3495.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[hank55663's solution](#)

3496.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[hank55663's solution](#)

3497.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[hank55663's solution](#)

3498.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[hank55663's solution](#)

3499.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive
[hank55663's solution](#)

3500.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[hank55663's solution](#)

3501.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, interactive, sortings
[hank55663's solution](#)

3502.

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[hank55663's solution](#)

3503.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[hank55663's solution](#)

3504.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[hank55663's solution](#)

3505.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[hank55663's solution](#)

3506.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[hank55663's solution](#)

3507.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[hank55663's solution](#)

3508.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[hank55663's solution](#)

3509.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[hank55663's solution](#)

3510.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[hank55663's solution](#)

3511.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[hank55663's solution](#)

3512.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[hank55663's solution](#)

3513.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[hank55663's solution](#)

3514.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[hank55663's solution](#)

3515.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[hank55663's solution](#)

3516.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[hank55663's solution](#)

3517.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[hank55663's solution](#)

3518.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[hank55663's solution](#)

3519.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[hank55663's solution](#)

3520.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[hank55663's solution](#)

3521.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[hank55663's solution](#)

3522.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[hank55663's solution](#)

3523.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[hank55663's solution](#)

3524.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[hank55663's solution](#)

3525.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[hank55663's solution](#)

3526.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[hank55663's solution](#)

3527.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[hank55663's solution](#)

3528.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs,

math, probabilities

[hank55663's solution](#)

3529.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[hank55663's solution](#)

3530.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[hank55663's solution](#)

3531.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[hank55663's solution](#)

3532.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[hank55663's solution](#)

3533.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[hank55663's solution](#)

3534.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[hank55663's solution](#)

3535.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[hank55663's solution](#)

3536.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[hank55663's solution](#)

3537.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[hank55663's solution](#)

3538.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[hank55663's solution](#)

3539.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

3540.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[hank55663's solution](#)

3541.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[hank55663's solution](#)

3542.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[hank55663's solution](#)

3543.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[hank55663's solution](#)

3544.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hank55663's solution](#)

3545.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[hank55663's solution](#)

3546.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hank55663's solution](#)

3547.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

3548.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[hank55663's solution](#)

3549.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[hank55663's solution](#)

3550.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[hank55663's solution](#)

3551.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[hank55663's solution](#)

3552.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[hank55663's solution](#)

3553.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[hank55663's solution](#)

3554.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

3555.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[hank55663's solution](#)

3556.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[hank55663's solution](#)

3557.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[hank55663's solution](#)

3558.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[hank55663's solution](#)

3559.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[hank55663's solution](#)

3560.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[hank55663's solution](#)

3561.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hank55663's solution](#)

3562.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[hank55663's solution](#)

3563.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[hank55663's solution](#)

3564.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[hank55663's solution](#)

3565.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[hank55663's solution](#)

3566.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[hank55663's solution](#)

3567.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[hank55663's solution](#)

3568.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[hank55663's solution](#)

3569.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[hank55663's solution](#)

3570.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[hank55663's solution](#)

3571.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[hank55663's solution](#)

3572.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2020-03-11 · last AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[hank55663's solution](#)

3573.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[hank55663's solution](#)

3574.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[hank55663's solution](#)

3575.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[hank55663's solution](#)

3576.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[hank55663's solution](#)

3577.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[hank55663's solution](#)

3578.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[hank55663's solution](#)

3579.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[hank55663's solution](#)

3580.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[hank55663's solution](#)

3581.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hank55663's solution](#)

3582.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[hank55663's solution](#)

3583.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hank55663's solution](#)

3584.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[hank55663's solution](#)

3585.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

3586.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hank55663's solution](#)

3587.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities

[hank55663's solution](#)

3588.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[hank55663's solution](#)

3589.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[hank55663's solution](#)

3590.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[hank55663's solution](#)

3591.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-31 · last AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft
[hank55663's solution](#)

3592.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu
[hank55663's solution](#)

3593.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[hank55663's solution](#)

3594.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings
[hank55663's solution](#)

3595.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hank55663's solution](#)

3596.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[hank55663's solution](#)

3597.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math
[hank55663's solution](#)

3598.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[hank55663's solution](#)

3599.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[hank55663's solution](#)

3600.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[hank55663's solution](#)

3601.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, sortings

[hank55663's solution](#)

3602.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[hank55663's solution](#)

3603.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hank55663's solution](#)

3604.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[hank55663's solution](#)

3605.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[hank55663's solution](#)

3606.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[hank55663's solution](#)

3607.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

3608.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[hank55663's solution](#)

3609.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[hank55663's solution](#)

3610.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[hank55663's solution](#)

3611.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[hank55663's solution](#)

3612.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[hank55663's solution](#)

3613.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation
[hank55663's solution](#)

3614.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[hank55663's solution](#)

3615.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[hank55663's solution](#)

3616.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive
[hank55663's solution](#)

3617.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[hank55663's solution](#)

3618.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[hank55663's solution](#)

3619.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[hank55663's solution](#)

3620.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

3621.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[hank55663's solution](#)

3622.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[hank55663's solution](#)

3623.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[hank55663's solution](#)

3624.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hank55663's solution](#)

3625.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[hank55663's solution](#)

3626.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

3627.

101911L

[Ray in the tube](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

3628.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[hank55663's solution](#)

3629.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

3630.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

3631.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[hank55663's solution](#)

3632.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[hank55663's solution](#)

3633.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[hank55663's solution](#)

3634.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

3635.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[hank55663's solution](#)

3636.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: flows, graphs, greedy

[hank55663's solution](#)

3637.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[hank55663's solution](#)

3638.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: trees

[hank55663's solution](#)

3639.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: data structures

[hank55663's solution](#)

3640.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[hank55663's solution](#)

3641.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[hank55663's solution](#)

3642.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[hank55663's solution](#)

3643.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[hank55663's solution](#)

3644.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

3645.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[hank55663's solution](#)

3646.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[hank55663's solution](#)

3647.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[hank55663's solution](#)

3648.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[hank55663's solution](#)

3649.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[hank55663's solution](#)

3650.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

3651.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[hank55663's solution](#)

3652.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[hank55663's solution](#)

3653.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[hank55663's solution](#)

3654.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[hank55663's solution](#)

3655.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[hank55663's solution](#)

3656.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[hank55663's solution](#)

3657.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[hank55663's solution](#)

3658.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[hank55663's solution](#)

3659.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[hank55663's solution](#)

3660.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

3661.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[hank55663's solution](#)

3662.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

3663.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[hank55663's solution](#)

3664.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[hank55663's solution](#)

3665.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[hank55663's solution](#)

3666.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[hank55663's solution](#)

3667.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[hank55663's solution](#)

3668.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[hank55663's solution](#)

3669.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[hank55663's solution](#)

3670.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[hank55663's solution](#)

3671.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[hank55663's solution](#)

3672.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

3673.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[hank55663's solution](#)

3674.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[hank55663's solution](#)

3675.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

3676.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[hank55663's solution](#)

3677.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[hank55663's solution](#)

3678.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[hank55663's solution](#)

3679.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[hank55663's solution](#)

3680.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory
[hank55663's solution](#)

3681.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers
[hank55663's solution](#)

3682.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[hank55663's solution](#)

3683.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[hank55663's solution](#)

3684.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[hank55663's solution](#)

3685.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[hank55663's solution](#)

3686.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[hank55663's solution](#)

3687.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[hank55663's solution](#)

3688.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[hank55663's solution](#)

3689.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[hank55663's solution](#)

3690.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[hank55663's solution](#)

3691.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[hank55663's solution](#)

3692.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[hank55663's solution](#)

3693.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[hank55663's solution](#)

3694.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[hank55663's solution](#)

3695.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[hank55663's solution](#)

3696.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[hank55663's solution](#)

3697.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hank55663's solution](#)

3698.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[hank55663's solution](#)

3699.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[hank55663's solution](#)

3700.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[hank55663's solution](#)

3701.

1430G

[Yet Another DAG Problem](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[hank55663's solution](#)

3702.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[hank55663's solution](#)

3703.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[hank55663's solution](#)

3704.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[hank55663's solution](#)

3705.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[hank55663's solution](#)

3706.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory
[hank55663's solution](#)

3707.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search
[hank55663's solution](#)

3708.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings
[hank55663's solution](#)

3709.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[hank55663's solution](#)

3710.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[hank55663's solution](#)

3711.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[hank55663's solution](#)

3712.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[hank55663's solution](#)

3713.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[hank55663's solution](#)

3714.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hank55663's solution](#)

3715.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[hank55663's solution](#)

3716.

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[hank55663's solution](#)

3717.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hank55663's solution](#)

3718.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[hank55663's solution](#)

3719.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[hank55663's solution](#)

3720.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[hank55663's solution](#)

3721.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[hank55663's solution](#)

3722.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

3723.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hank55663's solution](#)

3724.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[hank55663's solution](#)

3725.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[hank55663's solution](#)

3726.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[hank55663's solution](#)

3727.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[hank55663's solution](#)

3728.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[hank55663's solution](#)

3729.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[hank55663's solution](#)

3730.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

3731.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-10 · last AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[hank55663's solution](#)

3732.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[hank55663's solution](#)

3733.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

3734.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[hank55663's solution](#)

3735.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[hank55663's solution](#)

3736.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[hank55663's solution](#)

3737.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

3738.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[hank55663's solution](#)

3739.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[hank55663's solution](#)

3740.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[hank55663's solution](#)

3741.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[hank55663's solution](#)

3742.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[hank55663's solution](#)

3743.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-22 · last AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu
[hank55663's solution](#)

3744.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-02-12 · last AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
[hank55663's solution](#)

3745.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

3746.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[hank55663's solution](#)

3747.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory
[hank55663's solution](#)

3748.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[hank55663's solution](#)

3749.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

3750.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-17 · last AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[hank55663's solution](#)

3751.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[hank55663's solution](#)

3752.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[hank55663's solution](#)

3753.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2018-04-19 · last AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: fft
[hank55663's solution](#)

3754.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[hank55663's solution](#)

3755.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-25 · last AC: 2017-08-25 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees
[hank55663's solution](#)

3756.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: dp, flows
[hank55663's solution](#)

3757.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[hank55663's solution](#)

3758.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[hank55663's solution](#)

3759.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures
[hank55663's solution](#)

3760.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[hank55663's solution](#)

3761.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[hank55663's solution](#)

3762.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[hank55663's solution](#)

3763.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[hank55663's solution](#)

3764.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[hank55663's solution](#)

3765.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · last AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[hank55663's solution](#)

3766.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[hank55663's solution](#)

3767.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[hank55663's solution](#)

3768.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[hank55663's solution](#)

3769.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[hank55663's solution](#)

3770.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[hank55663's solution](#)

3771.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hank55663's solution](#)

3772.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hank55663's solution](#)

3773.

1671F

[Permutation Counting](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[hank55663's solution](#)

3774.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hank55663's solution](#)

3775.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[hank55663's solution](#)

3776.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[hank55663's solution](#)

3777.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[hank55663's solution](#)

3778.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[hank55663's solution](#)

3779.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[hank55663's solution](#)

3780.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

3781.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[hank55663's solution](#)

3782.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[hank55663's solution](#)

3783.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[hank55663's solution](#)

3784.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[hank55663's solution](#)

3785.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[hank55663's solution](#)

3786.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[hank55663's solution](#)

3787.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[hank55663's solution](#)

3788.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[hank55663's solution](#)

3789.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[hank55663's solution](#)

3790.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[hank55663's solution](#)

3791.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[hank55663's solution](#)

3792.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[hank55663's solution](#)

3793.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[hank55663's solution](#)

3794.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[hank55663's solution](#)

3795.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[hank55663's solution](#)

3796.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[hank55663's solution](#)

3797.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[hank55663's solution](#)

3798.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

3799.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[hank55663's solution](#)

3800.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[hank55663's solution](#)

3801.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[hank55663's solution](#)

3802.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[hank55663's solution](#)

3803.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[hank55663's solution](#)

3804.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[hank55663's solution](#)

3805.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[hank55663's solution](#)

3806.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[hank55663's solution](#)

3807.

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[hank55663's solution](#)

3808.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[hank55663's solution](#)

3809.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[hank55663's solution](#)

3810.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[hank55663's solution](#)

3811.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[hank55663's solution](#)

3812.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-12 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[hank55663's solution](#)

3813.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[hank55663's solution](#)

3814.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2020-01-20 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[hank55663's solution](#)

3815.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[hank55663's solution](#)

3816.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[hank55663's solution](#)

3817.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

3818.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[hank55663's solution](#)

3819.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[hank55663's solution](#)

3820.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[hank55663's solution](#)

3821.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[hank55663's solution](#)

3822.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat
[hank55663's solution](#)

3823.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[hank55663's solution](#)

3824.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[hank55663's solution](#)

3825.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[hank55663's solution](#)

3826.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[hank55663's solution](#)

3827.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: binary search, dp
[hank55663's solution](#)

3828.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, shortest paths
[hank55663's solution](#)

3829.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[hank55663's solution](#)

3830.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2019-06-13 · last AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[hank55663's solution](#)

3831.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[hank55663's solution](#)

3832.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[hank55663's solution](#)

3833.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[hank55663's solution](#)

3834.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hank55663's solution](#)

3835.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[hank55663's solution](#)

3836.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[hank55663's solution](#)

3837.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[hank55663's solution](#)

3838.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[hank55663's solution](#)

3839.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[hank55663's solution](#)

3840.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[hank55663's solution](#)

3841.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[hank55663's solution](#)

3842.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-13 · GNU C++ (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[hank55663's solution](#)

3843.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[hank55663's solution](#)

3844.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[hank55663's solution](#)

3845.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[hank55663's solution](#)

3846.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hank55663's solution](#)

3847.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hank55663's solution](#)

3848.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[hank55663's solution](#)

3849.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[hank55663's solution](#)

3850.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[hank55663's solution](#)

3851.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[hank55663's solution](#)

3852.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[hank55663's solution](#)

3853.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[hank55663's solution](#)

3854.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[hank55663's solution](#)

3855.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[hank55663's solution](#)

3856.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[hank55663's solution](#)

3857.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[hank55663's solution](#)

3858.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[hank55663's solution](#)

3859.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[hank55663's solution](#)

3860.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[hank55663's solution](#)

3861.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hank55663's solution](#)

3862.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[hank55663's solution](#)

3863.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[hank55663's solution](#)

3864.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[hank55663's solution](#)

3865.

1615F

[LEGOrdary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hank55663's solution](#)

3866.

1609F

[Interesting Sections](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[hank55663's solution](#)

3867.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[hank55663's solution](#)

3868.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[hank55663's solution](#)

3869.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[hank55663's solution](#)

3870.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[hank55663's solution](#)

3871.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[hank55663's solution](#)

3872.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hank55663's solution](#)

3873.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-14 · last AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[hank55663's solution](#)

3874.

1455F

[String and Operations](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

3875.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[hank55663's solution](#)

3876.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[hank55663's solution](#)

3877.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · last AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[hank55663's solution](#)

3878.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[hank55663's solution](#)

3879.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[hank55663's solution](#)

3880.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[hank55663's solution](#)

3881.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[hank55663's solution](#)

3882.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[hank55663's solution](#)

3883.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix

structures, strings

[hank55663's solution](#)

3884.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hank55663's solution](#)

3885.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[hank55663's solution](#)

3886.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[hank55663's solution](#)

3887.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[hank55663's solution](#)

3888.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[hank55663's solution](#)

3889.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hank55663's solution](#)

3890.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[hank55663's solution](#)

3891.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[hank55663's solution](#)

3892.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[hank55663's solution](#)

3893.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hank55663's solution](#)

3894.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[hank55663's solution](#)

3895.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · last AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[hank55663's solution](#)

3896.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[hank55663's solution](#)

3897.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hank55663's solution](#)

3898.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[hank55663's solution](#)

3899.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[hank55663's solution](#)

3900.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[hank55663's solution](#)

3901.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hank55663's solution](#)

3902.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hank55663's solution](#)

3903.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[hank55663's solution](#)

3904.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-08 · last AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[hank55663's solution](#)

3905.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[hank55663's solution](#)

3906.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[hank55663's solution](#)

3907.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[hank55663's solution](#)

3908.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[hank55663's solution](#)

3909.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

3910.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[hank55663's solution](#)

3911.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[hank55663's solution](#)

3912.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[hank55663's solution](#)

3913.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hank55663's solution](#)

3914.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[hank55663's solution](#)

3915.

1698G

[Long Binary String](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[hank55663's solution](#)

3916.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[hank55663's solution](#)

3917.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hank55663's solution](#)

3918.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[hank55663's solution](#)

3919.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[hank55663's solution](#)

3920.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[hank55663's solution](#)

3921.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[hank55663's solution](#)

3922.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[hank55663's solution](#)

3923.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[hank55663's solution](#)

3924.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[hank55663's solution](#)

3925.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[hank55663's solution](#)

3926.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hank55663's solution](#)

3927.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry
[hank55663's solution](#)

3928.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[hank55663's solution](#)

3929.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[hank55663's solution](#)

3930.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[hank55663's solution](#)

3931.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math
[hank55663's solution](#)

3932.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[hank55663's solution](#)

3933.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[hank55663's solution](#)

3934.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[hank55663's solution](#)

3935.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[hank55663's solution](#)

3936.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[hank55663's solution](#)

3937.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows

[hank55663's solution](#)

3938.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[hank55663's solution](#)

3939.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[hank55663's solution](#)

3940.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths

[hank55663's solution](#)

3941.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

3942.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[hank55663's solution](#)

3943.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy

[hank55663's solution](#)

3944.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[hank55663's solution](#)

3945.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

3946.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation, trees

[hank55663's solution](#)

3947.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[hank55663's solution](#)

3948.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[hank55663's solution](#)

3949.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, trees

[hank55663's solution](#)

3950.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[hank55663's solution](#)

3951.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[hank55663's solution](#)

3952.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hank55663's solution](#)

3953.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[hank55663's solution](#)

3954.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[hank55663's solution](#)

3955.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hank55663's solution](#)

3956.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[hank55663's solution](#)

3957.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 3000 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[hank55663's solution](#)

3958.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[hank55663's solution](#)

3959.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[hank55663's solution](#)

3960.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hank55663's solution](#)

3961.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[hank55663's solution](#)

3962.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[hank55663's solution](#)

3963.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hank55663's solution](#)

3964.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory, two pointers

[hank55663's solution](#)

3965.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hank55663's solution](#)

3966.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[hank55663's solution](#)

3967.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[hank55663's solution](#)

3968.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[hank55663's solution](#)

3969.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[hank55663's solution](#)

3970.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[hank55663's solution](#)

3971.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths

[hank55663's solution](#)

3972.

1175G

[Yet Another Partiton Problem](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-06-06 · last AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[hank55663's solution](#)

3973.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2019-04-28 · last AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[hank55663's solution](#)

3974.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[hank55663's solution](#)

3975.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[hank55663's solution](#)

3976.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[hank55663's solution](#)

3977.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[hank55663's solution](#)

3978.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[hank55663's solution](#)

3979.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[hank55663's solution](#)

3980.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers
[hank55663's solution](#)

3981.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games
[hank55663's solution](#)

3982.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math
[hank55663's solution](#)

3983.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[hank55663's solution](#)

3984.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths
[hank55663's solution](#)

3985.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities
[hank55663's solution](#)

3986.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-17 · last AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[hank55663's solution](#)

3987.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[hank55663's solution](#)

3988.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[hank55663's solution](#)

3989.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hank55663's solution](#)

3990.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[hank55663's solution](#)

3991.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[hank55663's solution](#)

3992.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[hank55663's solution](#)

3993.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[hank55663's solution](#)

3994.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[hank55663's solution](#)

3995.

1588E

[Eligible Segments](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[hank55663's solution](#)

3996.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[hank55663's solution](#)

3997.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[hank55663's solution](#)

3998.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[hank55663's solution](#)

3999.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[hank55663's solution](#)

4000.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[hank55663's solution](#)

4001.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[hank55663's solution](#)

4002.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[hank55663's solution](#)

4003.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4004.

1738H

[Palindrome Addicts](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[hank55663's solution](#)

4005.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[hank55663's solution](#)

4006.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities

[hank55663's solution](#)

4007.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[hank55663's solution](#)

4008.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[hank55663's solution](#)

4009.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[hank55663's solution](#)

4010.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[hank55663's solution](#)

4011.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[hank55663's solution](#)

4012.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[hank55663's solution](#)

4013.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[hank55663's solution](#)

4014.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4015.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4016.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4017.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4018.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4019.

106164M

[Merticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4020.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4021.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4022.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4023.

106262D

[Drinking Culture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4024.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4025.

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4026.

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4027.

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4028.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4029.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4030.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4031.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4032.

106242B

[Sushibwoah \(sushi\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4033.

106242A

[Finding Socks \(socks\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4034.

105833B

[Brilliance of Wings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4035.

105833F

[Fair Forgery](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4036.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4037.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4038.

105833I

[Independent Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4039.

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4040.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4041.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4042.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4043.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4044.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hank55663's solution](#)

4045.

105176J

[g T n W w 6 Y 4 v , ' i ' i](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[hank55663's solution](#)

4046.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4047.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4048.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4049.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4050.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4051.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4052.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4053.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4054.

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4055.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4056.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4057.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4058.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4059.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4060.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4061.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4062.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4063.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4064.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4065.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4066.

104097F

[LCA • Jb2 \(LCA\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4067.

104097C

[~ sN—ôj \(Ceremony\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4068.

104097D

[l~v..•Jb2 \(Game\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4069.

104097G

[^x•Kex\[W \(Number\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4070.

104097I

[\[P-ÆT\] TEE\(SOS\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4071.

104097B

[fôR Trivial v..~Lvî \(Quadrivial\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4072.

104097A

[e¹XJs< \(Tower\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4073.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4074.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4075.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4076.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · PyPy 3 (first AC) · Tags: —

[hank55663's solution](#)

4077.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4078.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4079.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4080.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4081.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4082.

1028960

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4083.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4084.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4085.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4086.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4087.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4088.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4089.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4090.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4091.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4092.

101002A

[Fancy Antiques](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4093.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4094.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4095.

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4096.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4097.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4098.

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4099.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4100.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4101.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4102.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4103.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4104.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4105.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4106.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4107.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4108.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4109.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4110.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4111.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4112.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4113.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4114.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4115.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4116.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4117.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4118.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4119.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4120.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4121.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4122.

103446L

[Three,Three,Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4123.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4124.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4125.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4126.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4127.

103446B

[Strange Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hank55663's solution](#)

4128.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4129.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4130.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4131.

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4132.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4133.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4134.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4135.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4136.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4137.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4138.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4139.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4140.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4141.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4142.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4143.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4144.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hank55663's solution](#)

4145.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4146.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4147.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4148.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4149.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4150.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4151.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[hank55663's solution](#)

4152.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[hank55663's solution](#)

4153.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[hank55663's solution](#)

4154.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[hank55663's solution](#)

4155.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[hank55663's solution](#)

4156.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[hank55663's solution](#)

4157.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[hank55663's solution](#)

4158.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hank55663's solution](#)

4159.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hank55663's solution](#)

4160.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hank55663's solution](#)

4161.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4162.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4163.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4164.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4165.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4166.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4167.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4168.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[hank55663's solution](#)

4169.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4170.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4171.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4172.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4173.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4174.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4175.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4176.

103328I

[Road Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4177.

103328D

[String Repetition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4178.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4179.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4180.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4181.

101490F

[Endless Turning](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4182.

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4183.

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4184.

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4185.

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4186.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4187.

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4188.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4189.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4190.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4191.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4192.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4193.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4194.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4195.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4196.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4197.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4198.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4199.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4200.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4201.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4202.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4203.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4204.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4205.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4206.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4207.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4208.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4209.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4210.

103185M

[May I Add a Letter?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4211.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4212.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4213.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4214.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4215.

103185B

[Beautiful Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4216.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4217.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4218.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4219.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4220.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4221.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4222.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4223.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4224.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4225.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4226.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4227.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4228.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4229.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4230.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4231.

100541G

[Production Planning](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4232.

100541H

[Pencil Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4233.

100541J

[Math Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4234.

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4235.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4236.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4237.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4238.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4239.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4240.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4241.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4242.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4243.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4244.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4245.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4246.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4247.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4248.

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4249.

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4250.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4251.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4252.

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4253.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4254.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4255.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4256.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4257.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4258.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: —

[hank55663's solution](#)

4259.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4260.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4261.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4262.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4263.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4264.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4265.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4266.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4267.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4268.

103119L

[Random Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4269.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4270.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4271.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4272.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4273.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4274.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4275.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4276.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4277.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4278.

102946F

[Fishy Study](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4279.

102946B

[Bongcloud](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4280.

102946H

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4281.

102946D

[Discombobulator 3000](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4282.

102946E

[Evenly Distributed](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4283.

102946C

[Chicken Nuggets](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4284.

102946A

[A Water Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4285.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4286.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4287.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4288.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4289.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4290.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4291.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4292.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4293.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4294.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4295.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4296.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4297.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4298.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4299.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4300.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4301.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4302.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4303.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4304.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4305.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4306.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4307.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4308.

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4309.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4310.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4311.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4312.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4313.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4314.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4315.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4316.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4317.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4318.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4319.

100274G

[Security Zone](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4320.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4321.

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4322.

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4323.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4324.

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4325.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4326.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4327.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4328.

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4329.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4330.

101987C

[Disks Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4331.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4332.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4333.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4334.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4335.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4336.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4337.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4338.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4339.

101670K

[Treetop Walkway](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4340.

101670D

[Equinox Roller Coaster](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4341.

101670G

[Ice cream samples](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4342.

101670E

[Forest Picture](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4343.

101670C

[Chessboard Dancing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4344.

101670J

[Punching Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4345.

101670I

[Go Northwest!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4346.

101670F

[Shooting Gallery](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4347.

101670H

[Dark Ride with Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4348.

101670B

[Pond Cascade](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4349.

101670A

[Amusement Anticipation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4350.

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4351.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4352.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4353.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4354.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4355.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4356.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4357.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4358.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4359.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4360.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4361.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4362.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4363.

102307G

[Graduation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4364.

102307H

[Hardest Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · last AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4365.

102307E

[Extreme Image](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4366.

102307A

[Amazon](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4367.

102307J

[Jail Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4368.

102307L

[Liquid X](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4369.

102307F

[Fraction Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4370.

102307C

[Common Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4371.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4372.

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4373.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4374.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4375.

100781H

[Hero Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4376.

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4377.

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4378.

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4379.

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4380.

100781E

[Entertainment Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4381.

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4382.

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4383.

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4384.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4385.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4386.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4387.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4388.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4389.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4390.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4391.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4392.

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4393.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4394.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4395.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4396.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4397.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4398.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4399.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4400.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4401.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4402.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4403.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4404.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4405.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4406.

100956K

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4407.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4408.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4409.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4410.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4411.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4412.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[hank55663's solution](#)

4413.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4414.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4415.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4416.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4417.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4418.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4419.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4420.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4421.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4422.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4423.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4424.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4425.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4426.

102331F

[Fast Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4427.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4428.

102411D

[Double Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4429.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4430.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4431.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4432.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4433.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4434.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4435.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4436.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4437.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4438.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4439.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4440.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4441.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4442.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4443.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4444.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4445.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4446.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4447.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4448.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4449.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4450.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4451.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4452.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4453.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4454.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4455.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4456.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4457.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4458.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4459.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4460.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4461.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4462.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4463.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4464.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4465.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4466.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4467.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4468.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4469.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4470.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4471.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4472.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4473.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4474.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4475.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4476.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4477.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4478.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4479.

101669L

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4480.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4481.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4482.

101669F

[Binary Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4483.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4484.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4485.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4486.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4487.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4488.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4489.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4490.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4491.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4492.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4493.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4494.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4495.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4496.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4497.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4498.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4499.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4500.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4501.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4502.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4503.

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4504.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4505.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4506.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4507.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4508.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4509.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4510.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4511.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4512.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4513.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4514.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4515.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4516.

102433C

[Coloring Contention](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4517.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4518.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4519.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4520.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4521.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4522.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4523.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4524.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4525.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4526.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4527.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4528.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4529.

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4530.

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4531.

102503C

[Partial Reduplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4532.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4533.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4534.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4535.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4536.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4537.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4538.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4539.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4540.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4541.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4542.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4543.

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4544.

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4545.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4546.

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4547.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4548.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4549.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4550.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4551.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4552.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4553.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4554.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4555.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4556.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4557.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4558.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-25 · PyPy 3 (first AC) · Tags: —

[hank55663's solution](#)

4559.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4560.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4561.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4562.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4563.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4564.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4565.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4566.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4567.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4568.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4569.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4570.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4571.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4572.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4573.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4574.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4575.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4576.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4577.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4578.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4579.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4580.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4581.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4582.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4583.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4584.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4585.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4586.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4587.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4588.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4589.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4590.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4591.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4592.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4593.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4594.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4595.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4596.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4597.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4598.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4599.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4600.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4601.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4602.

102134F

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4603.

102134G

[Many dimensional dice](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4604.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4605.

102134D

[Viktoria and resentments](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4606.

102134C

[Maya's message](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4607.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4608.

102134B

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4609.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4610.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4611.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4612.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4613.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4614.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4615.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4616.

102133F

[Financial Reports](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4617.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4618.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4619.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4620.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4621.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4622.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4623.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4624.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4625.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4626.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4627.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4628.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4629.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4630.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4631.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4632.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4633.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4634.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4635.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4636.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4637.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4638.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4639.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4640.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4641.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4642.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4643.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4644.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4645.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4646.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4647.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4648.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4649.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4650.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4651.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4652.

100800D

[Slant Drilling](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4653.

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4654.

100800A

[Aqueduct Construction](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4655.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4656.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4657.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4658.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4659.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4660.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4661.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4662.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4663.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4664.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4665.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4666.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4667.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4668.

100622E

[Enigmatic Device](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4669.

100622I

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4670.

100622K

[Kripke Model](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4671.

100622C

[Circles on a Screen](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4672.

100622A

[Auxiliary Question of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4673.

100622J

[Jealous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4674.

100622H

[Homo or Hetero?](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4675.

100622D

[Dragon's Question](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4676.

100622B

[Bureaucracy](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4677.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4678.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4679.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4680.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4681.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4682.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4683.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4684.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4685.

101138G

[LCM-er](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4686.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4687.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4688.

101138A

[Yet Another Problem with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4689.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4690.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4691.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4692.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4693.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4694.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4695.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4696.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4697.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · PyPy 3 (first AC) · Tags: —

[hank55663's solution](#)

4698.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4699.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4700.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4701.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4702.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4703.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4704.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4705.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4706.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4707.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4708.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4709.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4710.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4711.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4712.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4713.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4714.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4715.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4716.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4717.

100507F

[Best of a bad lot](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4718.

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4719.

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4720.

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4721.

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4722.

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4723.

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4724.

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4725.

100507L

[Donald is a postman](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4726.

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4727.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4728.

101755D

[Transfer Window](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4729.

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4730.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4731.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4732.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4733.

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4734.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4735.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4736.

101755E

[Substring Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4737.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4738.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4739.

101755A

[Restoring Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4740.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4741.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4742.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4743.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4744.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4745.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4746.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4747.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4748.

100641I

[Watch, Man!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4749.

100641F

[Path of Least Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4750.

100641E

[Inspectors](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4751.

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4752.

100641H

[Time Warp](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4753.

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4754.

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hank55663's solution](#)

4755.

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4756.

102275D

[Seafood](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4757.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4758.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4759.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4760.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4761.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4762.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4763.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4764.

100502B

[Basin City Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4765.

100502F

[Particle Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4766.

100502J

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4767.

100502I

[How Many Squares?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4768.

100502G

[Outing](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4769.

100502A

[Amanda Lounges](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4770.

100502H

[Clock Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4771.

100502C

[Catalan Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · PyPy 3 (first AC) · Tags: —

[hank55663's solution](#)

4772.

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4773.

100502E

[Opening Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4774.

100502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4775.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4776.

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4777.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4778.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4779.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4780.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4781.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4782.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4783.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4784.

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4785.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4786.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4787.

100500G

[Swell Foop](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4788.

100500B

[Conference Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4789.

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4790.

100500F

[Door Lock](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4791.

100500I

[Hall of Fame](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4792.

100500H

[ICPC Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4793.

100500C

[ICPC Giveaways](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4794.

100500D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4795.

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4796.

100500A

[Poetry Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4797.

102264D

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4798.

100482F

[Magician Wars](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4799.

100482D

[Lightning](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4800.

100482E

[Magical Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4801.

100482I

[Searching](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4802.

100482G

[Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4803.

100482H

[Real Magic](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4804.

100482J

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4805.

100482C

[Letter Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4806.

100482B

[Farmer](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4807.

100482A

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4808.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4809.

100712L

[Alternating Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4810.

100712K

[Runtime Error](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4811.

100712J

[Candy](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4812.

100712I

[Bahosain and Digits](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4813.

100712G

[Heavy Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4814.

100712F

[Travelling Salesman](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4815.

100712E

[Epic Professor](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4816.

100712D

[Alternating Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4817.

100712C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4818.

100712B

[Rock-Paper-Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4819.

100712A

[Who Is The Winner](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4820.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

4821.

100253A

[TV](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4822.

100253M

[Winnie-the-Pooh Needs Help](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4823.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4824.

100253G

[Expression Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-03 · last AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4825.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4826.

100488J

[Hyperdromes Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4827.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4828.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4829.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4830.

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4831.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4832.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4833.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4834.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4835.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4836.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4837.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4838.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4839.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4840.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4841.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4842.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4843.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4844.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4845.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4846.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4847.

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4848.

102219H

[Are You Safe?](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4849.

102219F

[Military Class](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4850.

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4851.

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4852.

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4853.

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4854.

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4855.

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4856.

101193B

[Variety](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4857.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4858.

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-23 · last AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4859.

101193F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4860.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4861.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4862.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4863.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4864.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4865.

102059J

[Histogram Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4866.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4867.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4868.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4869.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4870.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4871.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4872.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4873.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4874.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4875.

100283C

[Tomb Raiders](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4876.

100283J

[Anniversary Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4877.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4878.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4879.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4880.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4881.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4882.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4883.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4884.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4885.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4886.

100025E

[Average Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · last AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4887.

100025A

[A Lot](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4888.

100025H

[NIMG](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4889.

100025F

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4890.

100025K

[Number of Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4891.

100025I

[Semi-cool Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4892.

100025C

[Amoeba](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4893.

101237I

[Circle Clique](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4894.

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4895.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · last AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4896.

101237E

[Another Short Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4897.

101237B

[Beer Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4898.

101237H

[Cyclic String](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4899.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4900.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4901.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4902.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4903.

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4904.

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4905.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4906.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4907.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4908.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4909.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4910.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4911.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4912.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4913.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4914.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4915.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4916.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4917.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4918.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4919.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4920.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4921.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4922.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4923.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4924.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4925.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4926.

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4927.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4928.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4929.

100405E

[Exponential Towers](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4930.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4931.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4932.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4933.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4934.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4935.

101808E

[Floods](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4936.

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4937.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4938.

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4939.

101808G

[Weird Requirements](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4940.

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4941.

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4942.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4943.

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4944.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: *special

[hank55663's solution](#)

4945.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: *special

[hank55663's solution](#)

4946.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: *special

[hank55663's solution](#)

4947.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · last AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4948.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4949.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4950.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4951.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4952.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4953.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4954.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4955.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4956.

101911E

[Painting the Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4957.

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4958.

101911K

[Medians and Partition](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4959.

101911F

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4960.

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4961.

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4962.

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4963.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4964.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4965.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4966.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4967.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4968.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · Python 3 (first AC) · Tags: —

[hank55663's solution](#)

4969.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4970.

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4971.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4972.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4973.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4974.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4975.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4976.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4977.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4978.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4979.

100216B

[Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hank55663's solution](#)

4980.

100216H

[Sand-Glass](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4981.

100216E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4982.

100216F

[Cutting Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · Python 3 (first AC) · Tags: —

[hank55663's solution](#)

4983.

100216A

[Generalized Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

4984.

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4985.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4986.

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4987.

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4988.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4989.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4990.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4991.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4992.

101810B

[Friends and Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4993.

101778J

[Gin Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4994.

101778G

[Preparing for Exams](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4995.

101778F

[Median and Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4996.

101778K

[Conan and Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4997.

101778D

[Help Conan](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4998.

101778A

[Will he Die?](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

4999.

101778B

[Ran and the Lock Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5000.

101778H

[Genta Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5001.

101778C

[Professor Agasa Lab](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5002.

101778E

[Rescue Haibara](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5003.

101778I

[UEFA Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5004.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5005.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5006.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5007.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5008.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5009.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5010.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5011.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5012.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5013.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5014.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5015.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5016.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5017.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5018.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5019.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5020.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5021.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5022.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5023.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5024.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5025.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5026.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5027.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5028.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5029.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[hank55663's solution](#)

5030.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5031.

101617F

[Move Away](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5032.

101617K

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5033.

101617E

[Long Long Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5034.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5035.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5036.

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5037.

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5038.

101617I

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5039.

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5040.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5041.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5042.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5043.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5044.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5045.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5046.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5047.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5048.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5049.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5050.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5051.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5052.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5053.

101615I

[Long Long Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[hank55663's solution](#)

5054.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5055.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5056.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5057.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5058.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5059.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5060.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5061.

101472H

[Softville](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5062.

101472A

[Dr Who's Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5063.

101472D

[Longest Prefix Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5064.

101472E

[Stripe](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5065.

101472B

[Bitris](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5066.

101472G

[Miraculous Drug](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5067.

101472I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5068.

101472C

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5069.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5070.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5071.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5072.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5073.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5074.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5075.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5076.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5077.

101177E

[Election Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5078.

101177F

[False Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5079.

101177B

[Balloon Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5080.

101177J

[Just Terraffic!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5081.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5082.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5083.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5084.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5085.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5086.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5087.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5088.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5089.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · last AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5090.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · last AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5091.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · last AC: 2017-10-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5092.

101512A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5093.

101512F

[Floating Formation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5094.

101512D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5095.

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5096.

101512C

[Citadel Construction](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5097.

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5098.

101512I

[Interesting Integers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5099.

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · last AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5100.

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5101.

100819L

[Millionaire](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5102.

100819V

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5103.

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5104.

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5105.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5106.

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5107.

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5108.

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5109.

1008190

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5110.

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5111.

100819M

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5112.

101481C

[Stack Machine Executor](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5113.

101481E

[Stack Machine Programmer](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5114.

101481D

[The Grille](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5115.

101481I

[Unique Encryption Keys](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5116.

101481J

[Vigenere Cipher Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5117.

101498L

[The Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5118.

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5119.

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5120.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5121.

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5122.

101498H

[Palindrome Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5123.

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5124.

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5125.

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5126.

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5127.

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5128.

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5129.

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5130.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5131.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5132.

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5133.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5134.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5135.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5136.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5137.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5138.

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5139.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5140.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5141.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5142.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5143.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5144.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5145.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5146.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5147.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5148.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5149.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5150.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5151.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5152.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5153.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5154.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5155.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5156.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5157.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5158.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5159.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5160.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · GNU C++ (first AC) · Tags: —

[hank55663's solution](#)

5161.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · last AC: 2017-08-04 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5162.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5163.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · Python 2 (first AC) · Tags: —

[hank55663's solution](#)

5164.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5165.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5166.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5167.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · Python 2 (first AC) · Tags: —

[hank55663's solution](#)

5168.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5169.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5170.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5171.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5172.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5173.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5174.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5175.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5176.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5177.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5178.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5179.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5180.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5181.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5182.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5183.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5184.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5185.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5186.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5187.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5188.

100200G

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5189.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5190.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5191.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5192.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5193.

100198C

[Strange Counter](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5194.

100198H

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5195.

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5196.

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5197.

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5198.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5199.

100197E

[Quantization Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5200.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5201.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5202.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5203.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5204.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5205.

100199D

[Matrix Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5206.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-11 · Python 2 (first AC) · Tags: —

[hank55663's solution](#)

5207.

101086K

[Betrayed](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5208.

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5209.

101086B

[Brother Louie](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5210.

101086C

[Everything](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5211.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5212.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5213.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5214.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5215.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5216.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5217.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5218.

101336B

[Painting the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5219.

101336C

[Magic Artifact](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5220.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5221.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —

[hank55663's solution](#)

5222.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[hank55663's solution](#)

5223.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[hank55663's solution](#)