

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

<https://cfelitetracker.vercel.app>

Unique solved — hat

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

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

Filters: none

Count: 918

1.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hat's solution](#)

2.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[hat's solution](#)

3.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hat's solution](#)

4.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hat's solution](#)

5.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,832 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[hat's solution](#)

6.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[hat's solution](#)

7.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,928 global accepts · Rating: 800 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[hat's solution](#)

8.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[hat's solution](#)

9.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[hat's solution](#)

10.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hat's solution](#)

11.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[hat's solution](#)

12.

1625A

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

Quality: 18,287 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[hat's solution](#)

13.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[hat's solution](#)

14.

1624A

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

Quality: 60,288 global accepts · Rating: 800 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math
[hat's solution](#)

15.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hat's solution](#)

16.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[hat's solution](#)

17.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation
[hat's solution](#)

18.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[hat's solution](#)

19.

1611B

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

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
[hat's solution](#)

20.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

21.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[hat's solution](#)

22.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hat's solution](#)

23.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 800 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[hat's solution](#)

24.

1574A

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

Quality: 23,067 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[hat's solution](#)

25.

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[hat's solution](#)

26.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[hat's solution](#)

27.

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

[hat's solution](#)

28.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[hat's solution](#)

29.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hat's solution](#)

30.

1552A

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

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

[hat's solution](#)

31.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hat's solution](#)

32.

1547B

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

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

[hat's solution](#)

33.

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hat's solution](#)

34.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[hat's solution](#)

35.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,003 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hat's solution](#)

36.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hat's solution](#)

37.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[hat's solution](#)

38.

1462B

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

Quality: 29,177 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[hat's solution](#)

39.

1462A

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

Quality: 48,980 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[hat's solution](#)

40.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[hat's solution](#)

41.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[hat's solution](#)

42.

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities

[hat's solution](#)

43.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[hat's solution](#)

44.

1453A

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

Quality: 24,281 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[hat's solution](#)

45.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[hat's solution](#)

46.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hat's solution](#)

47.

1451A

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

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[hat's solution](#)

48.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[hat's solution](#)

49.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[hat's solution](#)

50.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hat's solution](#)

51.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[hat's solution](#)

52.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hat's solution](#)

53.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[hat's solution](#)

54.

1300A

[Non-zero](#) · [Tutorial](#)

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

[hat's solution](#)

55.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[hat's solution](#)

56.

1228A

[Distinct Digits](#) · [Tutorial](#)

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

[hat's solution](#)

57.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 800 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[hat's solution](#)

58.

1131A

[Sea Battle](#) · [Tutorial](#)

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

[hat's solution](#)

59.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[hat's solution](#)

60.

1097A

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

Quality: 43,814 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[hat's solution](#)

61.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[hat's solution](#)

62.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

63.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[hat's solution](#)

64.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

[hat's solution](#)

65.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[hat's solution](#)

66.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

67.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · last AC: 2018-08-02 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

68.

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · last AC: 2018-07-31 · GNU C++ (first AC) · Tags: math

[hat's solution](#)

69.

1006A

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

Quality: 22,875 global accepts · Rating: 800 · first AC: 2018-07-16 · last AC: 2018-07-18 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

70.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

71.

1003A

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

Quality: 29,986 global accepts · Rating: 800 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

72.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: brute force, implementation

[hat's solution](#)

73.

977A

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

Quality: 217,546 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

74.

952A

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

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: *special, math

[hat's solution](#)

75.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[hat's solution](#)

76.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[hat's solution](#)

77.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hat's solution](#)

78.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: strings

[hat's solution](#)

79.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hat's solution](#)

80.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[hat's solution](#)

81.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hat's solution](#)

82.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hat's solution](#)

83.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[hat's solution](#)

84.

1555A

[PizzaForces](#) · [Tutorial](#)

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

[hat's solution](#)

85.

1543B

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

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

[hat's solution](#)

86.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hat's solution](#)

87.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hat's solution](#)

88.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[hat's solution](#)

89.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[hat's solution](#)

90.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[hat's solution](#)

91.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[hat's solution](#)

92.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

93.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

94.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hat's solution](#)

95.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[hat's solution](#)

96.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hat's solution](#)

97.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[hat's solution](#)

98.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[hat's solution](#)

99.

1106C

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

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[hat's solution](#)

100.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[hat's solution](#)

101.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

102.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: implementation, strings

[hat's solution](#)

103.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: implementation, strings

[hat's solution](#)

104.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

105.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[hat's solution](#)

106.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[hat's solution](#)

107.

1620B

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

Quality: 31,486 global accepts · Rating: 1000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[hat's solution](#)

108.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hat's solution](#)

109.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[hat's solution](#)

110.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[hat's solution](#)

111.

1605B

[Reverse Sort](#) · [Tutorial](#)

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

[hat's solution](#)

112.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[hat's solution](#)

113.

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[hat's solution](#)

114.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[hat's solution](#)

115.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[hat's solution](#)

116.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[hat's solution](#)

117.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hat's solution](#)

118.

1300B

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

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

[hat's solution](#)

119.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hat's solution](#)

120.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

121.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hat's solution](#)

122.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hat's solution](#)

123.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hat's solution](#)

124.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hat's solution](#)

125.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[hat's solution](#)

126.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

[hat's solution](#)

127.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[hat's solution](#)

128.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[hat's solution](#)

129.

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-21 · GNU C++ (first AC) · Tags: math

[hat's solution](#)

130.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: greedy, sortings

[hat's solution](#)

131.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1000 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[hat's solution](#)

132.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2018-02-01 · GNU C++ (first AC) · Tags: math

[hat's solution](#)

133.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[hat's solution](#)

134.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[hat's solution](#)

135.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,410 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[hat's solution](#)

136.

1625B

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

Quality: 16,861 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[hat's solution](#)

137.

1624C

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

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[hat's solution](#)

138.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[hat's solution](#)

139.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[hat's solution](#)

140.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[hat's solution](#)

141.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[hat's solution](#)

142.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[hat's solution](#)

143.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[hat's solution](#)

144.

1547C

[Pair Programming](#) · [Tutorial](#)

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

[hat's solution](#)

145.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[hat's solution](#)

146.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,447 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[hat's solution](#)

147.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[hat's solution](#)

148.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hat's solution](#)

149.

1327A

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

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[hat's solution](#)

150.

1304B

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

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

[hat's solution](#)

151.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hat's solution](#)

152.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 1100 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hat's solution](#)

153.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hat's solution](#)

154.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hat's solution](#)

155.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[hat's solution](#)

156.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[hat's solution](#)

157.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[hat's solution](#)

158.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation

[hat's solution](#)

159.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,673 global accepts · Rating: 1100 · first AC: 2018-08-12 · GNU C++ (first AC) · Tags: implementation, sortings

[hat's solution](#)

160.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2018-07-31 · last AC: 2018-08-02 · GNU C++ (first AC) · Tags: sortings

[hat's solution](#)

161.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[hat's solution](#)

162.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hat's solution](#)

163.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[hat's solution](#)

164.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[hat's solution](#)

165.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

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

[hat's solution](#)

166.

1553C

[Penalty](#) · [Tutorial](#)

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

[hat's solution](#)

167.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hat's solution](#)

168.

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[hat's solution](#)

169.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

170.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[hat's solution](#)

171.

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[hat's solution](#)

172.

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

[hat's solution](#)

173.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1200 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

implementation

[hat's solution](#)

174.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[hat's solution](#)

175.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[hat's solution](#)

176.

1153B

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

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

[hat's solution](#)

177.

1131C

[Birthday](#) · [Tutorial](#)

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

[hat's solution](#)

178.

1097B

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

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[hat's solution](#)

179.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[hat's solution](#)

180.

1064B

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

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

[hat's solution](#)

181.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,153 global accepts · Rating: 1200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[hat's solution](#)

182.

1017B

[The Bits](#) · [Tutorial](#)

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

[hat's solution](#)

183.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · last AC: 2018-08-02 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

184.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · last AC: 2018-07-31 · GNU C++ (first AC) · Tags: greedy

[hat's solution](#)

185.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2018-07-16 · last AC: 2018-07-18 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[hat's solution](#)

186.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2018-07-16 · last AC: 2018-07-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[hat's solution](#)

187.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[hat's solution](#)

188.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: greedy, implementation

[hat's solution](#)

189.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: implementation

[hat's solution](#)

190.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: sortings

[hat's solution](#)

191.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,352 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: data structures, dp, implementation, two pointers

[hat's solution](#)

192.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[hat's solution](#)

193.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[hat's solution](#)

194.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[hat's solution](#)

195.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[hat's solution](#)

196.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[hat's solution](#)

197.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[hat's solution](#)

198.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[hat's solution](#)

199.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[hat's solution](#)

200.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[hat's solution](#)

201.

1547D

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

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

202.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[hat's solution](#)

203.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings
[hat's solution](#)

204.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[hat's solution](#)

205.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[hat's solution](#)

206.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hat's solution](#)

207.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[hat's solution](#)

208.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[hat's solution](#)

209.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[hat's solution](#)

210.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms
[hat's solution](#)

211.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2018-08-16 · GNU C++ (first AC) · Tags: greedy, two pointers
[hat's solution](#)

212.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: combinatorics, math
[hat's solution](#)

213.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: brute force, implementation, math
[hat's solution](#)

214.

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: constructive algorithms
[hat's solution](#)

215.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[hat's solution](#)

216.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[hat's solution](#)

217.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[hat's solution](#)

218.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[hat's solution](#)

219.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[hat's solution](#)

220.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[hat's solution](#)

221.

1559D1

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

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[hat's solution](#)

222.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[hat's solution](#)

223.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[hat's solution](#)

224.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[hat's solution](#)

225.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[hat's solution](#)

226.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[hat's solution](#)

227.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[hat's solution](#)

228.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[hat's solution](#)

229.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[hat's solution](#)

230.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[hat's solution](#)

231.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[hat's solution](#)

232.

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[hat's solution](#)

233.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[hat's solution](#)

234.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hat's solution](#)

235.

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

[hat's solution](#)

236.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1400 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[hat's solution](#)

237.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,335 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[hat's solution](#)

238.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hat's solution](#)

239.

1131B

[Draw!](#) · [Tutorial](#)

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

240.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[hat's solution](#)

241.

1097C

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

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

242.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory
[hat's solution](#)

243.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: greedy, implementation
[hat's solution](#)

244.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: dfs and similar, math, sortings
[hat's solution](#)

245.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[hat's solution](#)

246.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[hat's solution](#)

247.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[hat's solution](#)

248.

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

[hat's solution](#)

249.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[hat's solution](#)

250.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

251.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[hat's solution](#)

252.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[hat's solution](#)

253.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[hat's solution](#)

254.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[hat's solution](#)

255.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hat's solution](#)

256.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hat's solution](#)

257.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[hat's solution](#)

258.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[hat's solution](#)

259.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[hat's solution](#)

260.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[hat's solution](#)

261.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[hat's solution](#)

262.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[hat's solution](#)

263.

1304C

[Air Conditioner](#) · [Tutorial](#)

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

[hat's solution](#)

264.

1300C

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

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hat's solution](#)

265.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hat's solution](#)

266.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hat's solution](#)

267.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hat's solution](#)

268.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hat's solution](#)

269.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[hat's solution](#)

270.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[hat's solution](#)

271.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hat's solution](#)

272.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hat's solution](#)

273.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hat's solution](#)

274.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: brute force, implementation, math, sortings

[hat's solution](#)

275.

1013C

[Photo of The Sky](#) · [Tutorial](#)

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

[hat's solution](#)

276.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: math

[hat's solution](#)

277.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · GNU C++ (first AC) · Tags: greedy

[hat's solution](#)

278.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2018-04-08 · GNU C++ (first AC) · Tags: binary search, greedy

[hat's solution](#)

279.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hat's solution](#)

280.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[hat's solution](#)

281.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[hat's solution](#)

282.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[hat's solution](#)

283.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[hat's solution](#)

284.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[hat's solution](#)

285.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hat's solution](#)

286.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[hat's solution](#)

287.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hat's solution](#)

288.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[hat's solution](#)

289.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[hat's solution](#)

290.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[hat's solution](#)

291.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[hat's solution](#)

292.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[hat's solution](#)

293.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hat's solution](#)

294.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[hat's solution](#)

295.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[hat's solution](#)

296.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,087 global accepts · Rating: 1600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[hat's solution](#)

297.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[hat's solution](#)

298.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[hat's solution](#)

299.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[hat's solution](#)

300.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[hat's solution](#)

301.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[hat's solution](#)

302.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[hat's solution](#)

303.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[hat's solution](#)

304.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[hat's solution](#)

305.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[hat's solution](#)

306.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[hat's solution](#)

307.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: data structures, implementation
[hat's solution](#)

308.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hat's solution](#)

309.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[hat's solution](#)

310.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[hat's solution](#)

311.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[hat's solution](#)

312.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[hat's solution](#)

313.

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[hat's solution](#)

314.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, two pointers

[hat's solution](#)

315.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · last AC: 2018-08-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[hat's solution](#)

316.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2018-07-03 · GNU C++ (first AC) · Tags: greedy

[hat's solution](#)

317.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: binary search, greedy, math, two pointers

[hat's solution](#)

318.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, implementation, math, sortings

[hat's solution](#)

319.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[hat's solution](#)

320.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[hat's solution](#)

321.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

322.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hat's solution](#)

323.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[hat's solution](#)

324.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[hat's solution](#)

325.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[hat's solution](#)

326.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[hat's solution](#)

327.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 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

[hat's solution](#)

328.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[hat's solution](#)

329.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[hat's solution](#)

330.

1543D1

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

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

[hat's solution](#)

331.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[hat's solution](#)

332.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hat's solution](#)

333.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[hat's solution](#)

334.

1392D

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

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hat's solution](#)

335.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[hat's solution](#)

336.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[hat's solution](#)

337.

1381A2

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

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[hat's solution](#)

338.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[hat's solution](#)

339.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[hat's solution](#)

340.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[hat's solution](#)

341.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[hat's solution](#)

342.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hat's solution](#)

343.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[hat's solution](#)

344.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[hat's solution](#)

345.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[hat's solution](#)

346.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hat's solution](#)

347.

1228C

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

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

[hat's solution](#)

348.

1153C

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

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

[hat's solution](#)

349.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu
[hat's solution](#)

350.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[hat's solution](#)

351.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[hat's solution](#)

352.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[hat's solution](#)

353.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-09-08 · last AC: 2018-09-09 · GNU C++11 (first AC) · Tags: brute force, greedy
[hat's solution](#)

354.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: brute force, dp, greedy
[hat's solution](#)

355.

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-22 · GNU C++ (first AC) · Tags: hashing, strings
[hat's solution](#)

356.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-17 · last AC: 2018-07-18 · GNU C++ (first AC) · Tags: implementation
[hat's solution](#)

357.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[hat's solution](#)

358.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[hat's solution](#)

359.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[hat's solution](#)

360.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[hat's solution](#)

361.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[hat's solution](#)

362.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[hat's solution](#)

363.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hat's solution](#)

364.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[hat's solution](#)

365.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[hat's solution](#)

366.

1552D

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

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

[hat's solution](#)

367.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[hat's solution](#)

368.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[hat's solution](#)

369.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[hat's solution](#)

370.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[hat's solution](#)

371.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[hat's solution](#)

372.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,539 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[hat's solution](#)

373.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[hat's solution](#)

374.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[hat's solution](#)

375.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hat's solution](#)

376.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[hat's solution](#)

377.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,817 global accepts · Rating: 1800 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[hat's solution](#)

378.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[hat's solution](#)

379.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy,

implementation, math, number theory, sortings, trees

[hat's solution](#)

380.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[hat's solution](#)

381.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hat's solution](#)

382.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hat's solution](#)

383.

1304D

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

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

[hat's solution](#)

384.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hat's solution](#)

385.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[hat's solution](#)

386.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: greedy, implementation

[hat's solution](#)

387.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[hat's solution](#)

388.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hat's solution](#)

389.

911D

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

Quality: 5,109 global accepts · Rating: 1800 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hat's solution](#)

390.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[hat's solution](#)

391.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[hat's solution](#)

392.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[hat's solution](#)

393.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[hat's solution](#)

394.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[hat's solution](#)

395.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-09-27 · last AC: 2018-09-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[hat's solution](#)

396.

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-07-21 · GNU C++ (first AC) · Tags: *special, probabilities

[hat's solution](#)

397.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[hat's solution](#)

398.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[hat's solution](#)

399.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[hat's solution](#)

400.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[hat's solution](#)

401.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[hat's solution](#)

402.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[hat's solution](#)

403.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[hat's solution](#)

404.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hat's solution](#)

405.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[hat's solution](#)

406.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[hat's solution](#)

407.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[hat's solution](#)

408.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[hat's solution](#)

409.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[hat's solution](#)

410.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[hat's solution](#)

411.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[hat's solution](#)

412.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings
[hat's solution](#)

413.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[hat's solution](#)

414.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees
[hat's solution](#)

415.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory
[hat's solution](#)

416.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
[hat's solution](#)

417.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[hat's solution](#)

418.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[hat's solution](#)

419.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[hat's solution](#)

420.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[hat's solution](#)

421.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[hat's solution](#)

422.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[hat's solution](#)

423.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[hat's solution](#)

424.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[hat's solution](#)

425.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hat's solution](#)

426.

1228D

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

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

[hat's solution](#)

427.

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

[hat's solution](#)

428.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hat's solution](#)

429.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[hat's solution](#)

430.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[hat's solution](#)

431.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[hat's solution](#)

432.

1064E

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

Rating: 1900 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[hat's solution](#)

433.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hat's solution](#)

434.

1041E

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

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

[hat's solution](#)

435.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[hat's solution](#)

436.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: dp

[hat's solution](#)

437.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures

[hat's solution](#)

438.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[hat's solution](#)

439.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[hat's solution](#)

440.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[hat's solution](#)

441.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[hat's solution](#)

442.

1624F

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

Quality: 3,803 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[hat's solution](#)

443.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[hat's solution](#)

444.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[hat's solution](#)

445.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[hat's solution](#)

446.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[hat's solution](#)

447.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[hat's solution](#)

448.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[hat's solution](#)

449.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[hat's solution](#)

450.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[hat's solution](#)

451.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[hat's solution](#)

452.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[hat's solution](#)

453.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[hat's solution](#)

454.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hat's solution](#)

455.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hat's solution](#)

456.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[hat's solution](#)

457.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[hat's solution](#)

458.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[hat's solution](#)

459.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[hat's solution](#)

460.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[hat's solution](#)

461.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[hat's solution](#)

462.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[hat's solution](#)

463.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math
[hat's solution](#)

464.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[hat's solution](#)

465.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hat's solution](#)

466.

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
[hat's solution](#)

467.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[hat's solution](#)

468.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[hat's solution](#)

469.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[hat's solution](#)

470.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[hat's solution](#)

471.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 2000 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hat's solution](#)

472.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,854 global accepts · Rating: 2000 · first AC: 2019-07-06 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hat's solution](#)

473.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[hat's solution](#)

474.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[hat's solution](#)

475.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[hat's solution](#)

476.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[hat's solution](#)

477.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[hat's solution](#)

478.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[hat's solution](#)

479.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hat's solution](#)

480.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[hat's solution](#)

481.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[hat's solution](#)

482.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[hat's solution](#)

483.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[hat's solution](#)

484.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hat's solution](#)

485.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[hat's solution](#)

486.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[hat's solution](#)

487.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[hat's solution](#)

488.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[hat's solution](#)

489.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[hat's solution](#)

490.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-10 · last AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[hat's solution](#)

491.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

492.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-12-02 · last AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hat's solution](#)

493.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[hat's solution](#)

494.

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[hat's solution](#)

495.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[hat's solution](#)

496.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[hat's solution](#)

497.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[hat's solution](#)

498.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[hat's solution](#)

499.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,624 global accepts · Rating: 2100 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[hat's solution](#)

500.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[hat's solution](#)

501.

1364D

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

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[hat's solution](#)

502.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[hat's solution](#)

503.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[hat's solution](#)

504.

1355E

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

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[hat's solution](#)

505.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[hat's solution](#)

506.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[hat's solution](#)

507.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[hat's solution](#)

508.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[hat's solution](#)

509.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: data structures

[hat's solution](#)

510.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[hat's solution](#)

511.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[hat's solution](#)

512.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-01 · last AC: 2019-02-02 · GNU C++11 (first AC) · Tags: data structures, dp
[hat's solution](#)

513.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-22 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[hat's solution](#)

514.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities
[hat's solution](#)

515.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[hat's solution](#)

516.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings
[hat's solution](#)

517.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
[hat's solution](#)

518.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp
[hat's solution](#)

519.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[hat's solution](#)

520.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[hat's solution](#)

521.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[hat's solution](#)

522.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[hat's solution](#)

523.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[hat's solution](#)

524.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[hat's solution](#)

525.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[hat's solution](#)

526.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[hat's solution](#)

527.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[hat's solution](#)

528.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-17 · Python 3 (first AC) · Tags: *special, math

[hat's solution](#)

529.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[hat's solution](#)

530.

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

[hat's solution](#)

531.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hat's solution](#)

532.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[hat's solution](#)

533.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[hat's solution](#)

534.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[hat's solution](#)

535.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[hat's solution](#)

536.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[hat's solution](#)

537.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · last AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[hat's solution](#)

538.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[hat's solution](#)

539.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hat's solution](#)

540.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees
[hat's solution](#)

541.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[hat's solution](#)

542.

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[hat's solution](#)

543.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hat's solution](#)

544.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[hat's solution](#)

545.

1097D

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

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

546.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2018-08-10 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[hat's solution](#)

547.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[hat's solution](#)

548.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[hat's solution](#)

549.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities
[hat's solution](#)

550.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[hat's solution](#)

551.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[hat's solution](#)

552.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[hat's solution](#)

553.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[hat's solution](#)

554.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[hat's solution](#)

555.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[hat's solution](#)

556.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[hat's solution](#)

557.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hat's solution](#)

558.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[hat's solution](#)

559.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[hat's solution](#)

560.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hat's solution](#)

561.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[hat's solution](#)

562.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-11-18 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[hat's solution](#)

563.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[hat's solution](#)

564.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[hat's solution](#)

565.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[hat's solution](#)

566.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hat's solution](#)

567.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[hat's solution](#)

568.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[hat's solution](#)

569.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hat's solution](#)

570.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hat's solution](#)

571.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[hat's solution](#)

572.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation

[hat's solution](#)

573.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[hat's solution](#)

574.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2018-08-04 · GNU C++ (first AC) · Tags: dp, strings

[hat's solution](#)

575.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[hat's solution](#)

576.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[hat's solution](#)

577.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[hat's solution](#)

578.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[hat's solution](#)

579.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[hat's solution](#)

580.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[hat's solution](#)

581.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[hat's solution](#)

582.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[hat's solution](#)

583.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[hat's solution](#)

584.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[hat's solution](#)

585.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[hat's solution](#)

586.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[hat's solution](#)

587.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[hat's solution](#)

588.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[hat's solution](#)

589.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · last AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[hat's solution](#)

590.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-09-29 · last AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[hat's solution](#)

591.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[hat's solution](#)

592.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hat's solution](#)

593.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[hat's solution](#)

594.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[hat's solution](#)

595.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[hat's solution](#)

596.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[hat's solution](#)

597.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[hat's solution](#)

598.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[hat's solution](#)

599.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-10-14 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[hat's solution](#)

600.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[hat's solution](#)

601.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[hat's solution](#)

602.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hat's solution](#)

603.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-26 · last AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[hat's solution](#)

604.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hat's solution](#)

605.

805F

[Expected diameter of a tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, probabilities, trees

[hat's solution](#)

606.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[hat's solution](#)

607.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[hat's solution](#)

608.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[hat's solution](#)

609.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[hat's solution](#)

610.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp
[hat's solution](#)

611.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees
[hat's solution](#)

612.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
[hat's solution](#)

613.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[hat's solution](#)

614.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[hat's solution](#)

615.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[hat's solution](#)

616.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings
[hat's solution](#)

617.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers
[hat's solution](#)

618.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2021-05-14 · last AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[hat's solution](#)

619.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[hat's solution](#)

620.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp
[hat's solution](#)

621.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[hat's solution](#)

622.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-25 · last AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees
[hat's solution](#)

623.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[hat's solution](#)

624.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[hat's solution](#)

625.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[hat's solution](#)

626.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2021-12-09 · last AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[hat's solution](#)

627.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[hat's solution](#)

628.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, flows, graph matchings
[hat's solution](#)

629.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2021-05-14 · last AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[hat's solution](#)

630.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[hat's solution](#)

631.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[hat's solution](#)

632.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory
[hat's solution](#)

633.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities
[hat's solution](#)

634.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[hat's solution](#)

635.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing
[hat's solution](#)

636.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[hat's solution](#)

637.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 3100 · first AC: 2022-01-29 · last AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees
[hat's solution](#)

638.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[hat's solution](#)

639.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings
[hat's solution](#)

640.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive
[hat's solution](#)

641.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math
[hat's solution](#)

642.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force
[hat's solution](#)

643.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[hat's solution](#)

644.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[hat's solution](#)

645.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

646.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

647.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

648.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[hat's solution](#)

649.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

650.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

651.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

652.

103069A

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

Rating: — · first AC: 2021-05-19 · last AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[hat's solution](#)

653.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

654.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

655.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

656.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

657.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · last AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

658.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

659.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hat's solution](#)

660.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

661.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

662.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

663.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[hat's solution](#)

664.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[hat's solution](#)

665.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[hat's solution](#)

666.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[hat's solution](#)

667.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[hat's solution](#)

668.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

669.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

670.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

671.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

672.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · last AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

673.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

674.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

675.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

676.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · last AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

677.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

678.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

679.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

680.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

681.

101194J

[Mr.Panda and TubeMaster](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

682.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

683.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

684.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[hat's solution](#)

685.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

686.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

687.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

688.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

689.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[hat's solution](#)

690.

102823G

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

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

691.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hat's solution](#)

692.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

693.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · PyPy 3-64 (first AC) · Tags: —

[hat's solution](#)

694.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[hat's solution](#)

695.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

696.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

697.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

698.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

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

699.

102056G

[Omnipotent ... Garland](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

700.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

701.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

702.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

703.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[hat's solution](#)

704.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

705.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

706.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

707.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

708.

103389E

[^«w»w»qR](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

709.

103389J

[gYgCgrizE-Æ](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

710.

103389C

[•PufuA—](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

711.

103389F

[WwWpS!•\)](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

712.

103389B

[e;T2orieÃ](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

713.

103389I

[š-švSaN •f](#)

Rating: — · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hat's solution](#)

714.

103389A

[QINorja'i](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

715.

103389D

[OpUoSi](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

716.

103389K

[—TmPa8b](#)

Rating: — · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[hat's solution](#)

717.

103389G

[3G-Q tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

718.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

719.

102803E

[Everybody Lost Somebody](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

720.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

721.

102803I

[InkBall FX](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

722.

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[hat's solution](#)

723.

103366E

[The Legend of God Flukehn in Eastern](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

724.

102803J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

725.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

726.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[hat's solution](#)

727.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

728.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · Python 3 (first AC) · Tags: —

[hat's solution](#)

729.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hat's solution](#)

730.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hat's solution](#)

731.

102803D

[Death by Thousand Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

732.

103186F

[Đi Tàojia P^ Nä](#)

Rating: — · first AC: 2021-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

733.

103186B

[A·Vj·Said n8b](#)

Rating: — · first AC: 2021-10-19 · last AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hat's solution](#)

734.

103186I

[TUTORIAL](#)

Rating: — · first AC: 2021-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

735.

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

736.

103186L

[šoonwēšITÈbQQK](#)

Rating: — · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

737.

103186K

[Alice and Bob-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

738.

103186D

[Zztrans v.,Tsf61 qq](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hat's solution](#)

739.

103186H

[Žitav, Alis~šv](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

740.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

741.

103186G

[Žitav, OPI](#)

Rating: — · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[hat's solution](#)

742.

103186E

[Zztrans v. Tivla](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

743.

103186C

[A. V. Topal & O](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[hat's solution](#)

744.

103186A

[A. V. Topal & O](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

745.

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

746.

102803F

[False God](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

747.

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

748.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

749.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

750.

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

751.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

752.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

753.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

754.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

755.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

756.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

757.

103117D

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

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

758.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

759.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

760.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

761.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

762.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

763.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

764.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

765.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

766.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

767.

103119L

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

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

768.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

769.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

770.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

771.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

772.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

773.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

774.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

775.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

776.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

777.

102861N

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

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

778.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

779.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

780.

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

781.

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

782.

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

783.

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

784.

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

785.

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

786.

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

787.

102800E

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

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

788.

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

789.

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

790.

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

791.

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

792.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

793.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

794.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

795.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

796.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

797.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

798.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

799.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

800.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

801.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

802.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

803.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

804.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

805.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

806.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

807.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[hat's solution](#)

808.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

809.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

810.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

811.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

812.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation
[hat's solution](#)

813.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings
[hat's solution](#)

814.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks
[hat's solution](#)

815.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[hat's solution](#)

816.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory
[hat's solution](#)

817.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[hat's solution](#)

818.

101972I

[Secret Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

819.

101972B

[Updating the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

820.

101972F

[I'm Bored!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

821.

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

822.

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

823.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

824.

101972C

[Shortest Path!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

825.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

826.

101972H

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

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

827.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

828.

101972A

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

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

829.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

830.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

831.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

832.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

833.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

834.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

835.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

836.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

837.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

838.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

839.

101612L

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

Rating: — · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

840.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

841.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

842.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

843.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

844.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

845.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

846.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

847.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

848.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

849.

101572D

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

Rating: — · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

850.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

851.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

852.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

853.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

854.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

855.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

856.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

857.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

858.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

859.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

860.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

861.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[hat's solution](#)

862.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

863.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

864.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

865.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

866.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

867.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

868.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

869.

102394I

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

Rating: — · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

870.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: —

[hat's solution](#)

871.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

872.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

873.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · last AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

874.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

875.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

876.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

877.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

878.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

879.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

880.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

881.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

882.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

883.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

884.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

885.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

886.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

887.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

888.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · last AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

889.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

890.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

891.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

892.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

893.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

894.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

895.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · last AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

896.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

897.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

898.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

899.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

900.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

901.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

902.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

903.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

904.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

905.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

906.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

907.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

908.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

909.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

910.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

911.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

912.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

913.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

914.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

915.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

916.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)

917.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[hat's solution](#)

918.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —
[hat's solution](#)