

Unique solved — henotrix

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2118A

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5.

2110A

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6.

2109A

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7.

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8.

2108A

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9.

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11.

2039A

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12.

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13.

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17.

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28.

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29.

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42.

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44.

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45.

1779A

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46.

1774A

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1762A

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48.

1764A

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49.

1750B

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1746A

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54.

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1450A

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74.

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76.

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77.

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79.

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81.

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82.

59A

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83.

1400A

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84.

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87.

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88.

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89.

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90.

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91.

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92.

1360B

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93.

1360A

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94.

1348A

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95.

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96.

1328A

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97.

1325B

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98.

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99.

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100.

1305A

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101.

1311A

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102.

855A

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103.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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104.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

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105.

1301A

[Three Strings](#) · [Tutorial](#)

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

[henotrix's solution](#)

106.

1303A

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Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

107.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

108.

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[henotrix's solution](#)

109.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math
[henotrix's solution](#)

110.

1296A

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Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[henotrix's solution](#)

111.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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112.

1270A

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Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
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113.

1269A

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Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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114.

1146A

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Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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115.

1255A

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Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[henotrix's solution](#)

116.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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117.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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118.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[henotrix's solution](#)

119.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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120.

1249A

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Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math
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121.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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122.

1244A

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Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
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123.

1223A

[CME](#) · [Tutorial](#)

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[henotrix's solution](#)

124.

1234A

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

Quality: 29,554 global accepts · Rating: 800 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[henotrix's solution](#)

125.

1228A

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Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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126.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[henotrix's solution](#)

127.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings
[henotrix's solution](#)

128.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[henotrix's solution](#)

129.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[henotrix's solution](#)

130.

228A

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

Quality: 139,808 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[henotrix's solution](#)

131.

47A

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Quality: 18,172 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[henotrix's solution](#)

132.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,701 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[henotrix's solution](#)

133.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,507 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[henotrix's solution](#)

134.

721A

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Quality: 19,353 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[henotrix's solution](#)

135.

791A

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[henotrix's solution](#)

136.

785A

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

Quality: 110,949 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

137.

22A

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Quality: 27,086 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[henotrix's solution](#)

138.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[henotrix's solution](#)

139.

1207A

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

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

[henotrix's solution](#)

140.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

141.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[henotrix's solution](#)

142.

1200A

[Hotelier](#) · [Tutorial](#)

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

[henotrix's solution](#)

143.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[henotrix's solution](#)

144.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,920 global accepts · Rating: 800 · first AC: 2019-07-26 · PyPy 3 (first AC) · Tags: brute force

[henotrix's solution](#)

145.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[henotrix's solution](#)

146.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[henotrix's solution](#)

147.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[henotrix's solution](#)

148.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[henotrix's solution](#)

149.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-07-13 · PyPy 3 (first AC) · Tags: dp, implementation, math
[henotrix's solution](#)

150.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[henotrix's solution](#)

151.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[henotrix's solution](#)

152.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: implementation
[henotrix's solution](#)

153.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[henotrix's solution](#)

154.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[henotrix's solution](#)

155.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[henotrix's solution](#)

156.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[henotrix's solution](#)

157.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

158.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[henotrix's solution](#)

159.

1150A

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

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[henotrix's solution](#)

160.

1162A

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

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

[henotrix's solution](#)

161.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[henotrix's solution](#)

162.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

163.

1154A

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

Quality: 87,060 global accepts · Rating: 800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[henotrix's solution](#)

164.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

165.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[henotrix's solution](#)

166.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

167.

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

168.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

169.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

170.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · last AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

171.

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

172.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[henotrix's solution](#)

173.

992A

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

Quality: 14,316 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[henotrix's solution](#)

174.

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

175.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

176.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

177.

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[henotrix's solution](#)

178.

1108A

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

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

179.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[henotrix's solution](#)

180.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

181.

1091A

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

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

[henotrix's solution](#)

182.

1096A

[Find Divisible](#) · [Tutorial](#)

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

183.

1095A

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Quality: 36,490 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

184.

1087A

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Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

185.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[henotrix's solution](#)

186.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

187.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,086 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

188.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[henotrix's solution](#)

189.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

190.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[henotrix's solution](#)

191.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[henotrix's solution](#)

192.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[henotrix's solution](#)

193.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

194.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[henotrix's solution](#)

195.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

196.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

197.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[henotrix's solution](#)

198.

1058A

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

Rating: 800 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

199.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[henotrix's solution](#)

200.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[henotrix's solution](#)

201.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[henotrix's solution](#)

202.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

203.

1028A

[Find Square](#) · [Tutorial](#)

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

204.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

205.

1017A

[The Rank](#) · [Tutorial](#)

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

206.

1015A

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

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

207.

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[henotrix's solution](#)

208.

443A

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

Quality: 112,044 global accepts · Rating: 800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[henotrix's solution](#)

209.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[henotrix's solution](#)

210.

1009A

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1005A

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212.

1003A

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213.

999A

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214.

994A

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215.

900A

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216.

964A

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217.

988A

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218.

978B

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219.

978A

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220.

984A

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221.

977A

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222.

965A

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976A

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224.

158A

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225.

71A

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226.

952A

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227.

959A

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228.

4A

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229.

935A

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230.

954A

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231.

937A

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232.

950A

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233.

946A

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939A

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235.

938A

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236.

919A

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237.

908A

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238.

894A

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239.

2178B

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240.

2110B

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2085A

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242.

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243.

2033B

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245.

1990A

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246.

1988B

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247.

1988A

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248.

1973A

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249.

1918B

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250.

1807D

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251.

1779B

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252.

1764B

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253.

1747B

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254.

1737A

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255.

1666D

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256.

1617B

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1609A

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259.

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260.

1559A

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261.

1505A

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262.

1494A

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263.

1467A

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264.

1436B

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265.

1427A

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266.

1420A

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267.

52A

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268.

1406A

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269.

1380A

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270.

1373B

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271.

1354A

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272.

1335B

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273.

1326B

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1324A

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275.

1321A

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276.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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277.

1296B

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278.

1291A

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279.

1295A

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280.

1279A

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281.

1248B

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282.

1238A

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1216B

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284.

1213A

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285.

1208A

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286.

1150B

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287.

1204B

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288.

1206B

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Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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289.

876A

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290.

1201A

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291.

263B

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Quality: 9,779 global accepts · Rating: 900 · first AC: 2019-07-26 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

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292.

1197A

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293.

1183B

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294.

1187A

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295.

1175A

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296.

1169A

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Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

297.

1166A

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298.

1163A

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299.

1144B

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300.

1141B

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301.

1138A

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Quality: 22,071 global accepts · Rating: 900 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

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302.

1132B

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Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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303.

1113A

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Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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304.

1110A

[Parity](#) · [Tutorial](#)

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

[henotrix's solution](#)

305.

1106C

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306.

1107A

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

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307.

1095B

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308.

1093B

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309.

1080B

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310.

1055A

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311.

814A

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312.

1047B

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313.

1011A

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314.

373A

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Quality: 11,465 global accepts · Rating: 900 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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315.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[henotrix's solution](#)

316.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · last AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[henotrix's solution](#)

317.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[henotrix's solution](#)

318.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

319.

893A

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Quality: 11,055 global accepts · Rating: 900 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

320.

1005B

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

Quality: 27,386 global accepts · Rating: 900 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[henotrix's solution](#)

321.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

322.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[henotrix's solution](#)

323.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

324.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

325.

981A

[Antipalindrome](#) · [Tutorial](#)

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

326.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: implementation, math
[henotrix's solution](#)

327.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,779 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation, strings
[henotrix's solution](#)

328.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings
[henotrix's solution](#)

329.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: implementation
[henotrix's solution](#)

330.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: implementation
[henotrix's solution](#)

331.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[henotrix's solution](#)

332.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: implementation
[henotrix's solution](#)

333.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[henotrix's solution](#)

334.

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[henotrix's solution](#)

335.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[henotrix's solution](#)

336.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[henotrix's solution](#)

337.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[henotrix's solution](#)

338.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[henotrix's solution](#)

339.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[henotrix's solution](#)

340.

1975B

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

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

341.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[henotrix's solution](#)

342.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[henotrix's solution](#)

343.

1785A

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

Rating: 1000 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[henotrix's solution](#)

344.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[henotrix's solution](#)

345.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

346.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[henotrix's solution](#)

347.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

348.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[henotrix's solution](#)

349.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[henotrix's solution](#)

350.

1474B

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

Quality: 40,328 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[henotrix's solution](#)

351.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

352.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[henotrix's solution](#)

353.

1438B

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

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[henotrix's solution](#)

354.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,988 global accepts · Rating: 1000 · first AC: 2020-09-21 · PyPy 3 (first AC) · Tags: greedy, strings

[henotrix's solution](#)

355.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[henotrix's solution](#)

356.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[henotrix's solution](#)

357.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[henotrix's solution](#)

358.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[henotrix's solution](#)

359.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[henotrix's solution](#)

360.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[henotrix's solution](#)

361.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[henotrix's solution](#)

362.

1266A

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

Quality: 17,512 global accepts · Rating: 1000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[henotrix's solution](#)

363.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[henotrix's solution](#)

364.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[henotrix's solution](#)

365.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[henotrix's solution](#)

366.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[henotrix's solution](#)

367.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[henotrix's solution](#)

368.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[henotrix's solution](#)

369.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[henotrix's solution](#)

370.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[henotrix's solution](#)

371.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[henotrix's solution](#)

372.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[henotrix's solution](#)

373.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

374.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[henotrix's solution](#)

375.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[henotrix's solution](#)

376.

1230B

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

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

377.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[henotrix's solution](#)

378.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[henotrix's solution](#)

379.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[henotrix's solution](#)

380.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[henotrix's solution](#)

381.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[henotrix's solution](#)

382.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[henotrix's solution](#)

383.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[henotrix's solution](#)

384.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[henotrix's solution](#)

385.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[henotrix's solution](#)

386.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

387.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[henotrix's solution](#)

388.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[henotrix's solution](#)

389.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[henotrix's solution](#)

390.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[henotrix's solution](#)

391.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[henotrix's solution](#)

392.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[henotrix's solution](#)

393.

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[henotrix's solution](#)

394.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,924 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[henotrix's solution](#)

395.

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[henotrix's solution](#)

396.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[henotrix's solution](#)

397.

1144C

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

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[henotrix's solution](#)

398.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

399.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

400.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

401.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

402.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

403.

1084A

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

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[henotrix's solution](#)

404.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[henotrix's solution](#)

405.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

406.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

407.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[henotrix's solution](#)

408.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

409.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[henotrix's solution](#)

410.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

411.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

412.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

413.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

414.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[henotrix's solution](#)

415.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

416.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · last AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

417.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

418.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

419.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

420.

1020A

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421.

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422.

69A

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888B

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424.

118A

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425.

1008B

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426.

893B

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428.

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Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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429.

990A

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Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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431.

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433.

131A

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436.

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438.

2183B

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439.

2107B

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Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

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440.

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1375A

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442.

2029B

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443.

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444.

2027B

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445.

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446.

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447.

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449.

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450.

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[henotrix's solution](#)

451.

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Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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452.

1863B

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1826B

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454.

1807G1

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455.

1807G2

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456.

1762B

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Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
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457.

1685A

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Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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458.

1673B

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1672C

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1606B

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464.

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1534B

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467.

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468.

1366A

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469.

1365A

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471.

1342B

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1334B

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473.

1324C

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474.

1324B

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475.

799A

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476.

1304B

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477.

1146B

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478.

1263A

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479.

1255B

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480.

1060B

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481.

1231C

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482.

1221B

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483.

877A

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484.

1214B

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485.

767A

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488.

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490.

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491.

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492.

1173B

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493.

1165A

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494.

1157A

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Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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495.

1033B

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496.

1119A

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841B

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1132A

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501.

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502.

1105B

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1105A

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504.

1087B

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1066A

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[henotrix's solution](#)

506.

1058B

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[henotrix's solution](#)

507.

1042A

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Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

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508.

1038B

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Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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509.

368B

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510.

389B

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511.

869B

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512.

869A

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513.

1015C

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514.

883M

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515.

43B

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Quality: 20,488 global accepts · Rating: 1100 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

516.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[henotrix's solution](#)

517.

985A

[Chess Placing](#) · [Tutorial](#)

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[henotrix's solution](#)

518.

984B

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[henotrix's solution](#)

519.

975B

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Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[henotrix's solution](#)

520.

967A

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Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: implementation

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521.

950B

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Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: greedy, implementation

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522.

946B

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523.

938B

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Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[henotrix's solution](#)

524.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[henotrix's solution](#)

525.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[henotrix's solution](#)

526.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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527.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[henotrix's solution](#)

528.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[henotrix's solution](#)

529.

2085B

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Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[henotrix's solution](#)

530.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[henotrix's solution](#)

531.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[henotrix's solution](#)

532.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[henotrix's solution](#)

533.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[henotrix's solution](#)

534.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[henotrix's solution](#)

535.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[henotrix's solution](#)

536.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

537.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[henotrix's solution](#)

538.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[henotrix's solution](#)

539.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[henotrix's solution](#)

540.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[henotrix's solution](#)

541.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[henotrix's solution](#)

542.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[henotrix's solution](#)

543.

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-06 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[henotrix's solution](#)

544.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[henotrix's solution](#)

545.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: games

[henotrix's solution](#)

546.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[henotrix's solution](#)

547.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[henotrix's solution](#)

548.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[henotrix's solution](#)

549.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[henotrix's solution](#)

550.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[henotrix's solution](#)

551.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings
[henotrix's solution](#)

552.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[henotrix's solution](#)

553.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[henotrix's solution](#)

554.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[henotrix's solution](#)

555.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[henotrix's solution](#)

556.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,651 global accepts · Rating: 1200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[henotrix's solution](#)

557.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[henotrix's solution](#)

558.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[henotrix's solution](#)

559.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[henotrix's solution](#)

560.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[henotrix's solution](#)

561.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[henotrix's solution](#)

562.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[henotrix's solution](#)

563.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

564.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

565.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[henotrix's solution](#)

566.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[henotrix's solution](#)

567.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[henotrix's solution](#)

568.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[henotrix's solution](#)

569.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[henotrix's solution](#)

570.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[henotrix's solution](#)

571.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[henotrix's solution](#)

572.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[henotrix's solution](#)

573.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[henotrix's solution](#)

574.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[henotrix's solution](#)

575.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[henotrix's solution](#)

576.

1203B

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Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[henotrix's solution](#)

577.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[henotrix's solution](#)

578.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[henotrix's solution](#)

579.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

580.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-13 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[henotrix's solution](#)

581.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[henotrix's solution](#)

582.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

583.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[henotrix's solution](#)

584.

1149A

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Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[henotrix's solution](#)

585.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

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586.

1075B

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Quality: 4,527 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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587.

1154B

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

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588.

1153B

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Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[henotrix's solution](#)

589.

1143B

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Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[henotrix's solution](#)

590.

1140B

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Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

591.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
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592.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,119 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[henotrix's solution](#)

593.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[henotrix's solution](#)

594.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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595.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: games
[henotrix's solution](#)

596.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[henotrix's solution](#)

597.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[henotrix's solution](#)

598.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

599.

1006C

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

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[henotrix's solution](#)

600.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[henotrix's solution](#)

601.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[henotrix's solution](#)

602.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[henotrix's solution](#)

603.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[henotrix's solution](#)

604.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

605.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[henotrix's solution](#)

606.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[henotrix's solution](#)

607.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[henotrix's solution](#)

608.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[henotrix's solution](#)

609.

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[henotrix's solution](#)

610.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[henotrix's solution](#)

611.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[henotrix's solution](#)

612.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · last AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[henotrix's solution](#)

613.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

614.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

615.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

616.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[henotrix's solution](#)

617.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

618.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

619.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

620.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

621.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[henotrix's solution](#)

622.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

623.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[henotrix's solution](#)

624.

999C

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

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

625.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[henotrix's solution](#)

626.

990B

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Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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627.

982A

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Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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628.

977C

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Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

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629.

960A

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Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: implementation

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630.

959B

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Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation

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631.

961B

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632.

934B

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Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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633.

940A

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Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

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634.

914B

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Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

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635.

2124C

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Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[henotrix's solution](#)

636.

2118C

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Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[henotrix's solution](#)

637.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[henotrix's solution](#)

638.

2073L

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Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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639.

2033D

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[henotrix's solution](#)

640.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[henotrix's solution](#)

641.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[henotrix's solution](#)

642.

1991C

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Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[henotrix's solution](#)

643.

1988C

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Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[henotrix's solution](#)

644.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[henotrix's solution](#)

645.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[henotrix's solution](#)

646.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[henotrix's solution](#)

647.

1864C

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Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[henotrix's solution](#)

648.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[henotrix's solution](#)

649.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[henotrix's solution](#)

650.

1826C

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[henotrix's solution](#)

651.

1807E

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Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: binary search, implementation, interactive

[henotrix's solution](#)

652.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[henotrix's solution](#)

653.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[henotrix's solution](#)

654.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[henotrix's solution](#)

655.

1667A

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Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[henotrix's solution](#)

656.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[henotrix's solution](#)

657.

1617C

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Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[henotrix's solution](#)

658.

1534C

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Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
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659.

1493B

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Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[henotrix's solution](#)

660.

1470A

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Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[henotrix's solution](#)

661.

1446A

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Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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662.

1422B

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Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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663.

1425H

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Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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664.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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665.

1372B

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666.

1381A1

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667.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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668.

1373C

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Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math
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669.

1366B

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Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[henotrix's solution](#)

670.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
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671.

1365B

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Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[henotrix's solution](#)

672.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[henotrix's solution](#)

673.

1360D

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Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[henotrix's solution](#)

674.

1328B

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Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[henotrix's solution](#)

675.

1326C

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Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[henotrix's solution](#)

676.

1322A

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Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[henotrix's solution](#)

677.

1315B

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Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[henotrix's solution](#)

678.

1311C

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Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[henotrix's solution](#)

679.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[henotrix's solution](#)

680.

932B

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Quality: 9,261 global accepts · Rating: 1300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[henotrix's solution](#)

681.

750B

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Quality: 9,721 global accepts · Rating: 1300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[henotrix's solution](#)

682.

1291B

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Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

683.

1279B

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Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[henotrix's solution](#)

684.

1260B

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Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[henotrix's solution](#)

685.

707B

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Quality: 13,603 global accepts · Rating: 1300 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[henotrix's solution](#)

686.

1237B

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687.

1249C1

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Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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688.

1249B2

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Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

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689.

1236C

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Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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690.

1238B

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Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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691.

1234B2

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

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692.

1216D

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Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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693.

1220C

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Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

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694.

1220B

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Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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695.

1209B

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

[henotrix's solution](#)

696.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[henotrix's solution](#)

697.

909B

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Quality: 6,762 global accepts · Rating: 1300 · first AC: 2019-08-18 · last AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[henotrix's solution](#)

698.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[henotrix's solution](#)

699.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[henotrix's solution](#)

700.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

701.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[henotrix's solution](#)

702.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[henotrix's solution](#)

703.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

704.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[henotrix's solution](#)

705.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[henotrix's solution](#)

706.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[henotrix's solution](#)

707.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[henotrix's solution](#)

708.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[henotrix's solution](#)

709.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

710.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[henotrix's solution](#)

711.

889A

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

Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[henotrix's solution](#)

712.

1157C1

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

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[henotrix's solution](#)

713.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[henotrix's solution](#)

714.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[henotrix's solution](#)

715.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[henotrix's solution](#)

716.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[henotrix's solution](#)

717.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[henotrix's solution](#)

718.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[henotrix's solution](#)

719.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[henotrix's solution](#)

720.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[henotrix's solution](#)

721.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[henotrix's solution](#)

722.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[henotrix's solution](#)

723.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[henotrix's solution](#)

724.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[henotrix's solution](#)

725.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[henotrix's solution](#)

726.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[henotrix's solution](#)

727.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[henotrix's solution](#)

728.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

729.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[henotrix's solution](#)

730.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[henotrix's solution](#)

731.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

732.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

733.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

734.

1058C

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

Rating: 1300 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[henotrix's solution](#)

735.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

736.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,812 global accepts · Rating: 1300 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[henotrix's solution](#)

737.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[henotrix's solution](#)

738.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[henotrix's solution](#)

739.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

740.

1037A

[Packets](#) · [Tutorial](#)

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

[henotrix's solution](#)

741.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2018-08-24 · last AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

742.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[henotrix's solution](#)

743.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

744.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[henotrix's solution](#)

745.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[henotrix's solution](#)

746.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[henotrix's solution](#)

747.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[henotrix's solution](#)

748.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[henotrix's solution](#)

749.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[henotrix's solution](#)

750.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[henotrix's solution](#)

751.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[henotrix's solution](#)

752.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[henotrix's solution](#)

753.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation
[henotrix's solution](#)

754.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: implementation, math
[henotrix's solution](#)

755.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[henotrix's solution](#)

756.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: implementation
[henotrix's solution](#)

757.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, strings
[henotrix's solution](#)

758.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: brute force
[henotrix's solution](#)

759.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, implementation
[henotrix's solution](#)

760.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation
[henotrix's solution](#)

761.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation
[henotrix's solution](#)

762.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: implementation
[henotrix's solution](#)

763.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[henotrix's solution](#)

764.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers
[henotrix's solution](#)

765.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[henotrix's solution](#)

766.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math
[henotrix's solution](#)

767.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers
[henotrix's solution](#)

768.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings
[henotrix's solution](#)

769.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[henotrix's solution](#)

770.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[henotrix's solution](#)

771.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[henotrix's solution](#)

772.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[henotrix's solution](#)

773.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[henotrix's solution](#)

774.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[henotrix's solution](#)

775.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[henotrix's solution](#)

776.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[henotrix's solution](#)

777.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[henotrix's solution](#)

778.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[henotrix's solution](#)

779.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[henotrix's solution](#)

780.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[henotrix's solution](#)

781.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[henotrix's solution](#)

782.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[henotrix's solution](#)

783.

1559D1

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

Quality: 16,029 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[henotrix's solution](#)

784.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[henotrix's solution](#)

785.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[henotrix's solution](#)

786.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[henotrix's solution](#)

787.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[henotrix's solution](#)

788.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · last AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[henotrix's solution](#)

789.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[henotrix's solution](#)

790.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[henotrix's solution](#)

791.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[henotrix's solution](#)

792.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[henotrix's solution](#)

793.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[henotrix's solution](#)

794.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[henotrix's solution](#)

795.

1365C

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

Quality: 24,982 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[henotrix's solution](#)

796.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[henotrix's solution](#)

797.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

798.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[henotrix's solution](#)

799.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[henotrix's solution](#)

800.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[henotrix's solution](#)

801.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[henotrix's solution](#)

802.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[henotrix's solution](#)

803.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[henotrix's solution](#)

804.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[henotrix's solution](#)

805.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[henotrix's solution](#)

806.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[henotrix's solution](#)

807.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

808.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[henotrix's solution](#)

809.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[henotrix's solution](#)

810.

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[henotrix's solution](#)

811.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[henotrix's solution](#)

812.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

813.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

814.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[henotrix's solution](#)

815.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

816.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[henotrix's solution](#)

817.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

818.

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[henotrix's solution](#)

819.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-24 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[henotrix's solution](#)

820.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[henotrix's solution](#)

821.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[henotrix's solution](#)

822.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[henotrix's solution](#)

823.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[henotrix's solution](#)

824.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[henotrix's solution](#)

825.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1400 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[henotrix's solution](#)

826.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[henotrix's solution](#)

827.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math
[henotrix's solution](#)

828.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,001 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[henotrix's solution](#)

829.

1167B

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830.

1156A

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831.

1162B

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832.

1154C

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833.

1144D

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834.

1143C

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835.

1102B

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836.

1130C

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837.

1131B

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838.

1110B

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839.

1108D

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840.

1103A

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841.

1097C

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842.

1091C

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844.

1088C

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845.

1061B

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846.

1068A

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1066C

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888C

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849.

1009B

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850.

1004C

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851.

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852.

981C

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853.

978E

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854.

977D

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855.

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856.

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857.

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858.

934A

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937B

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860.

940B

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861.

2183D1

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862.

2109C1

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863.

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864.

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865.

2027C

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2003D1

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868.

1876B

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1737C

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1673C

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874.

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875.

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1404A

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880.

1391C

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881.

1399D

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882.

1372C

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883.

1366C

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1340A

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885.

1326D1

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886.

1325C

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887.

1313C1

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1307C

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1299A

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893.

1296D

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1296C

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895.

1264A

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896.

1263D

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860A

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899.

707C

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901.

1234C

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902.

1256D

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903.

1249C2

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904.

1236B

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905.

1166C

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906.

1215C

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907.

1209C

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908.

877B

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909.

1213D1

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910.

1208B

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911.

1207C

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912.

875B

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913.

1203E

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914.

931D

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915.

1201B

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916.

1195D1

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917.

1196D1

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918.

1196C

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919.

1178D

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920.

1180B

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921.

1179A

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922.

1181B

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923.

1169B

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1167D

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925.

1163B1

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926.

1161A

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927.

1154D

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928.

1119C

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929.

1139C

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930.

1141D

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1136C

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1133D

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934.

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935.

1102D

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1114B

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1105C

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1101E

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1081B

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946.

1062B

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947.

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948.

1072B

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1066B

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950.

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354A

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1013C

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953.

1011C

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954.

892C

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955.

1005D

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956.

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853A

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965.

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977E

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971.

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973.

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2018A

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984.

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1503A

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1371D

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1342C

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1334C

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1001.

725C

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1305C

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1003.

1321C

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788A

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1009.

750C

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1010.

1290A

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1284C

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1295C

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1261B1

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1255C

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1060C

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[henotrix's solution](#)**1016.**

860B

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817C

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1243B2

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1246A

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1251C

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1021.

1238C

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1022.

1234D

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877C

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1024.

1217B

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1025.

1213D2

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763A

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150B

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1028.

1203D1

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1029.

931E

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1030.

1198B

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1198A

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Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[henotrix's solution](#)

1032.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[henotrix's solution](#)

1033.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: trees
[henotrix's solution](#)

1034.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: number theory
[henotrix's solution](#)

1035.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[henotrix's solution](#)

1036.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[henotrix's solution](#)

1037.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[henotrix's solution](#)

1038.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[henotrix's solution](#)

1039.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[henotrix's solution](#)

1040.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[henotrix's solution](#)

1041.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[henotrix's solution](#)

1042.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[henotrix's solution](#)

1043.

1151B

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

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[henotrix's solution](#)

1044.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[henotrix's solution](#)

1045.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

1046.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[henotrix's solution](#)

1047.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[henotrix's solution](#)

1048.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[henotrix's solution](#)

1049.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[henotrix's solution](#)

1050.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[henotrix's solution](#)

1051.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[henotrix's solution](#)

1052.

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

1053.

992B

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

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[henotrix's solution](#)

1054.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[henotrix's solution](#)

1055.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[henotrix's solution](#)

1056.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[henotrix's solution](#)

1057.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[henotrix's solution](#)

1058.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

1059.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

1060.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[henotrix's solution](#)

1061.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[henotrix's solution](#)

1062.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[henotrix's solution](#)

1063.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

1064.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

1065.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[henotrix's solution](#)

1066.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[henotrix's solution](#)

1067.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[henotrix's solution](#)

1068.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

1069.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[henotrix's solution](#)

1070.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[henotrix's solution](#)

1071.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[henotrix's solution](#)

1072.

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

1073.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[henotrix's solution](#)

1074.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[henotrix's solution](#)

1075.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[henotrix's solution](#)

1076.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[henotrix's solution](#)

1077.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[henotrix's solution](#)

1078.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[henotrix's solution](#)

1079.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[henotrix's solution](#)

1080.

1015D

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

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[henotrix's solution](#)

1081.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[henotrix's solution](#)

1082.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation
[henotrix's solution](#)

1083.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[henotrix's solution](#)

1084.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation, math

[henotrix's solution](#)

1085.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

1086.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory, two pointers

[henotrix's solution](#)

1087.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · last AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

1088.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[henotrix's solution](#)

1089.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[henotrix's solution](#)

1090.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[henotrix's solution](#)

1091.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,331 global accepts · Rating: 1600 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[henotrix's solution](#)

1092.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[henotrix's solution](#)

1093.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

1094.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: implementation

[henotrix's solution](#)

1095.

967C

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search

[henotrix's solution](#)

1096.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: geometry

[henotrix's solution](#)

1097.

957C

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

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, math, two pointers

[henotrix's solution](#)

1098.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[henotrix's solution](#)

1099.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: greedy

[henotrix's solution](#)

1100.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: binary search, implementation

[henotrix's solution](#)

1101.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[henotrix's solution](#)

1102.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, two pointers

[henotrix's solution](#)

1103.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[henotrix's solution](#)

1104.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2017-12-10 · GNU C++11 (first AC) · Tags: dp, strings

[henotrix's solution](#)

1105.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[henotrix's solution](#)

1106.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[henotrix's solution](#)

1107.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[henotrix's solution](#)

1108.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[henotrix's solution](#)

1109.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[henotrix's solution](#)

1110.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[henotrix's solution](#)

1111.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[henotrix's solution](#)

1112.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[henotrix's solution](#)

1113.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[henotrix's solution](#)

1114.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[henotrix's solution](#)

1115.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[henotrix's solution](#)

1116.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[henotrix's solution](#)

1117.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[henotrix's solution](#)

1118.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[henotrix's solution](#)

1119.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[henotrix's solution](#)

1120.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[henotrix's solution](#)

1121.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[henotrix's solution](#)

1122.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[henotrix's solution](#)

1123.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[henotrix's solution](#)

1124.

1835A

[k-th equality](#) · [Tutorial](#)

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

[henotrix's solution](#)

1125.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[henotrix's solution](#)

1126.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · last AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation
[henotrix's solution](#)

1127.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[henotrix's solution](#)

1128.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[henotrix's solution](#)

1129.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[henotrix's solution](#)

1130.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[henotrix's solution](#)

1131.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[henotrix's solution](#)

1132.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[henotrix's solution](#)

1133.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[henotrix's solution](#)

1134.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[henotrix's solution](#)

1135.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[henotrix's solution](#)

1136.

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[henotrix's solution](#)

1137.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[henotrix's solution](#)

1138.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[henotrix's solution](#)

1139.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)

1140.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[henotrix's solution](#)

1141.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[henotrix's solution](#)

1142.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[henotrix's solution](#)

1143.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

1144.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[henotrix's solution](#)

1145.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[henotrix's solution](#)

1146.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[henotrix's solution](#)

1147.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[henotrix's solution](#)

1148.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[henotrix's solution](#)

1149.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[henotrix's solution](#)

1150.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[henotrix's solution](#)

1151.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[henotrix's solution](#)

1152.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[henotrix's solution](#)

1153.

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[henotrix's solution](#)

1154.

1312D

[Count the Arrays](#) · [Tutorial](#)

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

[henotrix's solution](#)

1155.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[henotrix's solution](#)

1156.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[henotrix's solution](#)

1157.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[henotrix's solution](#)

1158.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[henotrix's solution](#)

1159.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[henotrix's solution](#)

1160.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[henotrix's solution](#)

1161.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[henotrix's solution](#)

1162.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[henotrix's solution](#)

1163.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[henotrix's solution](#)

1164.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

1165.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[henotrix's solution](#)

1166.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math
[henotrix's solution](#)

1167.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[henotrix's solution](#)

1168.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[henotrix's solution](#)

1169.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[henotrix's solution](#)

1170.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[henotrix's solution](#)

1171.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[henotrix's solution](#)

1172.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[henotrix's solution](#)

1173.

1249E

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

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths
[henotrix's solution](#)

1174.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[henotrix's solution](#)

1175.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[henotrix's solution](#)

1176.

1230D

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

Rating: 1700 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[henotrix's solution](#)

1177.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[henotrix's solution](#)

1178.

1216C

[White Sheet](#) · [Tutorial](#)

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

[henotrix's solution](#)

1179.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[henotrix's solution](#)

1180.

1209D

[Cow and Snacks](#) · [Tutorial](#)

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

[henotrix's solution](#)

1181.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[henotrix's solution](#)

1182.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[henotrix's solution](#)

1183.

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[henotrix's solution](#)

1184.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[henotrix's solution](#)

1185.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

1186.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[henotrix's solution](#)

1187.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[henotrix's solution](#)

1188.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[henotrix's solution](#)

1189.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[henotrix's solution](#)

1190.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

1191.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[henotrix's solution](#)

1192.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[henotrix's solution](#)

1193.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[henotrix's solution](#)

1194.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[henotrix's solution](#)

1195.

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[henotrix's solution](#)

1196.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[henotrix's solution](#)

1197.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[henotrix's solution](#)

1198.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[henotrix's solution](#)

1199.

1075C

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

Rating: 1700 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[henotrix's solution](#)

1200.

1153C

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

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[henotrix's solution](#)

1201.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[henotrix's solution](#)

1202.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[henotrix's solution](#)

1203.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[henotrix's solution](#)

1204.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[henotrix's solution](#)

1205.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[henotrix's solution](#)

1206.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities
[henotrix's solution](#)

1207.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
[henotrix's solution](#)

1208.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[henotrix's solution](#)

1209.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[henotrix's solution](#)

1210.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[henotrix's solution](#)

1211.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[henotrix's solution](#)

1212.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[henotrix's solution](#)

1213.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[henotrix's solution](#)

1214.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[henotrix's solution](#)

1215.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[henotrix's solution](#)

1216.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[henotrix's solution](#)

1217.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[henotrix's solution](#)

1218.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[henotrix's solution](#)

1219.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[henotrix's solution](#)

1220.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[henotrix's solution](#)

1221.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[henotrix's solution](#)

1222.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[henotrix's solution](#)

1223.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[henotrix's solution](#)

1224.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)

1225.

1087D

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

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[henotrix's solution](#)

1226.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[henotrix's solution](#)

1227.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[henotrix's solution](#)

1228.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[henotrix's solution](#)

1229.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[henotrix's solution](#)

1230.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[henotrix's solution](#)

1231.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[henotrix's solution](#)

1232.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[henotrix's solution](#)

1233.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[henotrix's solution](#)

1234.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

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1235.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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1236.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[henotrix's solution](#)

1237.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[henotrix's solution](#)

1238.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[henotrix's solution](#)

1239.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[henotrix's solution](#)

1240.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation
[henotrix's solution](#)

1241.

828C

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

Rating: 1700 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[henotrix's solution](#)

1242.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[henotrix's solution](#)

1243.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[henotrix's solution](#)

1244.

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[henotrix's solution](#)

1245.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2018-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers
[henotrix's solution](#)

1246.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[henotrix's solution](#)

1247.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[henotrix's solution](#)

1248.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[henotrix's solution](#)

1249.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
[henotrix's solution](#)

1250.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[henotrix's solution](#)

1251.

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[henotrix's solution](#)

1252.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[henotrix's solution](#)

1253.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

1254.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: games, greedy

[henotrix's solution](#)

1255.

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: dp

[henotrix's solution](#)

1256.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[henotrix's solution](#)

1257.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: dp, greedy

[henotrix's solution](#)

1258.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[henotrix's solution](#)

1259.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

1260.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[henotrix's solution](#)

1261.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: dp, greedy

[henotrix's solution](#)

1262.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[henotrix's solution](#)

1263.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[henotrix's solution](#)

1264.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[henotrix's solution](#)

1265.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[henotrix's solution](#)

1266.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[henotrix's solution](#)

1267.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[henotrix's solution](#)

1268.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[henotrix's solution](#)

1269.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[henotrix's solution](#)

1270.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[henotrix's solution](#)

1271.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[henotrix's solution](#)

1272.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[henotrix's solution](#)

1273.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[henotrix's solution](#)

1274.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

1275.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[henotrix's solution](#)

1276.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[henotrix's solution](#)

1277.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[henotrix's solution](#)

1278.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[henotrix's solution](#)

1279.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[henotrix's solution](#)

1280.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[henotrix's solution](#)

1281.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[henotrix's solution](#)

1282.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[henotrix's solution](#)

1283.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[henotrix's solution](#)

1284.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[henotrix's solution](#)

1285.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[henotrix's solution](#)

1286.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[henotrix's solution](#)

1287.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[henotrix's solution](#)

1288.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[henotrix's solution](#)

1289.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[henotrix's solution](#)

1290.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[henotrix's solution](#)

1291.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[henotrix's solution](#)

1292.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

1293.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[henotrix's solution](#)

1294.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[henotrix's solution](#)

1295.

1329A

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

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

[henotrix's solution](#)

1296.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[henotrix's solution](#)

1297.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[henotrix's solution](#)

1298.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[henotrix's solution](#)

1299.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[henotrix's solution](#)

1300.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[henotrix's solution](#)

1301.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[henotrix's solution](#)

1302.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[henotrix's solution](#)

1303.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[henotrix's solution](#)

1304.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[henotrix's solution](#)

1305.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[henotrix's solution](#)

1306.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[henotrix's solution](#)

1307.

1290B

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[henotrix's solution](#)

1308.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[henotrix's solution](#)

1309.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[henotrix's solution](#)

1310.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[henotrix's solution](#)

1311.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[henotrix's solution](#)

1312.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[henotrix's solution](#)

1313.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
[henotrix's solution](#)

1314.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[henotrix's solution](#)

1315.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[henotrix's solution](#)

1316.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[henotrix's solution](#)

1317.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[henotrix's solution](#)

1318.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[henotrix's solution](#)

1319.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[henotrix's solution](#)

1320.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 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

[henotrix's solution](#)

1321.

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

1322.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[henotrix's solution](#)

1323.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

1324.

1207D

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

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[henotrix's solution](#)

1325.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

1326.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[henotrix's solution](#)

1327.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[henotrix's solution](#)

1328.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[henotrix's solution](#)

1329.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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1330.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games

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1331.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

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1332.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

1333.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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1334.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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1335.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

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1336.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

1337.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[henotrix's solution](#)

1338.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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1339.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

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1340.

1152C

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Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[henotrix's solution](#)

1341.

1151C

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

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[henotrix's solution](#)

1342.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[henotrix's solution](#)

1343.

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
[henotrix's solution](#)

1344.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2019-03-29 · last AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[henotrix's solution](#)

1345.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers
[henotrix's solution](#)

1346.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings
[henotrix's solution](#)

1347.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[henotrix's solution](#)

1348.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers
[henotrix's solution](#)

1349.

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[henotrix's solution](#)

1350.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[henotrix's solution](#)

1351.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

1352.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[henotrix's solution](#)

1353.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[henotrix's solution](#)

1354.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[henotrix's solution](#)

1355.

1108E1

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

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[henotrix's solution](#)

1356.

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-08 · last AC: 2019-01-23 · GNU C++11 (first AC) · Tags: *special, probabilities

[henotrix's solution](#)

1357.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[henotrix's solution](#)

1358.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[henotrix's solution](#)

1359.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[henotrix's solution](#)

1360.

1077E

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

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[henotrix's solution](#)

1361.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[henotrix's solution](#)

1362.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[henotrix's solution](#)

1363.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[henotrix's solution](#)

1364.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[henotrix's solution](#)

1365.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[henotrix's solution](#)

1366.

1058D

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

Rating: 1800 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[henotrix's solution](#)

1367.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[henotrix's solution](#)

1368.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[henotrix's solution](#)

1369.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[henotrix's solution](#)

1370.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)

1371.

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[henotrix's solution](#)

1372.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[henotrix's solution](#)

1373.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[henotrix's solution](#)

1374.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[henotrix's solution](#)

1375.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[henotrix's solution](#)

1376.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[henotrix's solution](#)

1377.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, greedy

[henotrix's solution](#)

1378.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[henotrix's solution](#)

1379.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-02 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[henotrix's solution](#)

1380.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[henotrix's solution](#)

1381.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[henotrix's solution](#)

1382.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[henotrix's solution](#)

1383.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

[henotrix's solution](#)

1384.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[henotrix's solution](#)

1385.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[henotrix's solution](#)

1386.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

1387.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, sortings

[henotrix's solution](#)

1388.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[henotrix's solution](#)

1389.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[henotrix's solution](#)

1390.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[henotrix's solution](#)

1391.

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[henotrix's solution](#)

1392.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[henotrix's solution](#)

1393.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[henotrix's solution](#)

1394.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[henotrix's solution](#)

1395.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[henotrix's solution](#)

1396.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[henotrix's solution](#)

1397.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[henotrix's solution](#)

1398.

1938C

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

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

[henotrix's solution](#)

1399.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[henotrix's solution](#)

1400.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[henotrix's solution](#)

1401.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[henotrix's solution](#)

1402.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[henotrix's solution](#)

1403.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[henotrix's solution](#)

1404.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[henotrix's solution](#)

1405.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[henotrix's solution](#)

1406.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[henotrix's solution](#)

1407.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[henotrix's solution](#)

1408.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[henotrix's solution](#)

1409.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[henotrix's solution](#)

1410.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[henotrix's solution](#)

1411.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[henotrix's solution](#)

1412.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[henotrix's solution](#)

1413.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[henotrix's solution](#)

1414.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[henotrix's solution](#)

1415.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[henotrix's solution](#)

1416.

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

[henotrix's solution](#)

1417.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[henotrix's solution](#)

1418.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[henotrix's solution](#)

1419.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[henotrix's solution](#)

1420.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[henotrix's solution](#)

1421.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[henotrix's solution](#)

1422.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[henotrix's solution](#)

1423.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[henotrix's solution](#)

1424.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[henotrix's solution](#)

1425.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[henotrix's solution](#)

1426.

1342D

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

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1427.

1348D

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1428.

1328E

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1429.

1305D

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1430.

1311F

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1431.

1313C2

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1432.

1307D

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1433.

1303D

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1434.

613B

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1435.

613A

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750D

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1276B

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1270D

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1440.

819B

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1441.

1260D

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1060D

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817D

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1444.

1242B

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488B

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1446.

1245D

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1447.

1251D

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1448.

1238D

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1228D

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1450.

1216E1

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1451.

1220D

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1184E1

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1453.

1089F

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1454.

1214D

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1455.

1213E

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1208D

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1207E

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909E

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1460.

1200D

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1202D

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931F

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1463.

1197D

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1464.

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1465.

1181C

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1466.

1172B

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1467.

1175D

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1468.

1174D

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1469.

1168B

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1470.

222E

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1471.

607B

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524C

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1473.

1163C1

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1474.

1163C2

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implementation, math

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1475.

1161B

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1476.

1157D

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1477.

1155D

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1478.

1075D

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1479.

1153D

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1480.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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1144E

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1482.

835D

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1484.

656G

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1486.

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1141G

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1489.

343C

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1490.

319B

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1491.

1133F2

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1492.

374C

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191C

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1117C

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1114D

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1496.

1105D

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1497.

1095F

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1095E

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1092F

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1077F1

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1501.

1055C

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1502.

1043E

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1503.

1068D

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1504.

1072D

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1505.

1064E

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1506.

1041E

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1036C

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1508.

1029D

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1509.

1017D

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1510.

388B

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Quality: 2,603 global accepts · Rating: 1900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

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1511.

1015E2

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Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

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1512.

1013D

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Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, matrices

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1513.

893D

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Quality: 3,331 global accepts · Rating: 1900 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

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1514.

1000D

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1515.

999D

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1516.

981D

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1517.

982D

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Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

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1518.

952B

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Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: *special, brute force, interactive

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1519.

959E

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Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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1520.

959D

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1521.

961E

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures

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1522.

935D

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Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: math, probabilities

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1523.

949C

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914D

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1525.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

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1526.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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1527.

2178E

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1528.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy
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1529.

2073J

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Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1530.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
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1531.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
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1532.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
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1533.

1987E

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Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[henotrix's solution](#)

1534.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[henotrix's solution](#)

1535.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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1536.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
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1537.

1770D

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Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[henotrix's solution](#)

1538.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[henotrix's solution](#)

1539.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[henotrix's solution](#)

1540.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[henotrix's solution](#)

1541.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[henotrix's solution](#)

1542.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[henotrix's solution](#)

1543.

1493C

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Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[henotrix's solution](#)

1544.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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1545.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[henotrix's solution](#)

1546.

1438C

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Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[henotrix's solution](#)

1547.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[henotrix's solution](#)

1548.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

1549.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[henotrix's solution](#)

1550.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[henotrix's solution](#)

1551.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[henotrix's solution](#)

1552.

1380D

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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[henotrix's solution](#)

1553.

1366D

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Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[henotrix's solution](#)

1554.

1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[henotrix's solution](#)

1555.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[henotrix's solution](#)

1556.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[henotrix's solution](#)

1557.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[henotrix's solution](#)

1558.

1359D

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Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[henotrix's solution](#)

1559.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[henotrix's solution](#)

1560.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[henotrix's solution](#)

1561.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[henotrix's solution](#)

1562.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[henotrix's solution](#)

1563.

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[henotrix's solution](#)

1564.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[henotrix's solution](#)

1565.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[henotrix's solution](#)

1566.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[henotrix's solution](#)

1567.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[henotrix's solution](#)

1568.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[henotrix's solution](#)

1569.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, interactive

[henotrix's solution](#)

1570.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[henotrix's solution](#)

1571.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[henotrix's solution](#)

1572.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[henotrix's solution](#)

1573.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[henotrix's solution](#)

1574.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[henotrix's solution](#)

1575.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[henotrix's solution](#)

1576.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[henotrix's solution](#)

1577.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[henotrix's solution](#)

1578.

1060E

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

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[henotrix's solution](#)

1579.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[henotrix's solution](#)

1580.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings
[henotrix's solution](#)

1581.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[henotrix's solution](#)

1582.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[henotrix's solution](#)

1583.

1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[henotrix's solution](#)

1584.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[henotrix's solution](#)

1585.

1234E

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Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math
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1586.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees
[henotrix's solution](#)

1587.

1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[henotrix's solution](#)

1588.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[henotrix's solution](#)

1589.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[henotrix's solution](#)

1590.

2B

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Quality: 12,947 global accepts · Rating: 2000 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[henotrix's solution](#)

1591.

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[henotrix's solution](#)

1592.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[henotrix's solution](#)

1593.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[henotrix's solution](#)

1594.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[henotrix's solution](#)

1595.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[henotrix's solution](#)

1596.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[henotrix's solution](#)

1597.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[henotrix's solution](#)

1598.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[henotrix's solution](#)

1599.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[henotrix's solution](#)

1600.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[henotrix's solution](#)

1601.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[henotrix's solution](#)

1602.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[henotrix's solution](#)

1603.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[henotrix's solution](#)

1604.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[henotrix's solution](#)

1605.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, strings

[henotrix's solution](#)

1606.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games

[henotrix's solution](#)

1607.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[henotrix's solution](#)

1608.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[henotrix's solution](#)

1609.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[henotrix's solution](#)

1610.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[henotrix's solution](#)

1611.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[henotrix's solution](#)

1612.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[henotrix's solution](#)

1613.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[henotrix's solution](#)

1614.

1102F

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Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[henotrix's solution](#)

1615.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

1616.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[henotrix's solution](#)

1617.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[henotrix's solution](#)

1618.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

number theory, trees

[henotrix's solution](#)

1619.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[henotrix's solution](#)

1620.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[henotrix's solution](#)

1621.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[henotrix's solution](#)

1622.

1058E

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Rating: 2000 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

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1623.

1019B

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Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

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1624.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

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1625.

314C

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Quality: 2,003 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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1626.

1011F

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Rating: 2000 · first AC: 2018-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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1627.

893E

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1628.

1009E

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1629.

892D

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Rating: 2000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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938D

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Quality: 6,965 global accepts · Rating: 2000 · first AC: 2018-03-19 · last AC: 2018-07-03 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[henotrix's solution](#)**1631.**

998D

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Rating: 2000 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy

[henotrix's solution](#)**1632.**

749D

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[henotrix's solution](#)**1633.**

900D

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[henotrix's solution](#)**1634.**

975D

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[henotrix's solution](#)**1635.**

961D

[Pair Of Lines](#) · [Tutorial](#)

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[henotrix's solution](#)**1636.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[henotrix's solution](#)**1637.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[henotrix's solution](#)**1638.**

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[henotrix's solution](#)**1639.**

2124E

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Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[henotrix's solution](#)

1640.

2107D

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

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[henotrix's solution](#)

1641.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[henotrix's solution](#)

1642.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[henotrix's solution](#)

1643.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[henotrix's solution](#)

1644.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[henotrix's solution](#)

1645.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[henotrix's solution](#)

1646.

1938J

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

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

[henotrix's solution](#)

1647.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[henotrix's solution](#)

1648.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[henotrix's solution](#)

1649.

1920E

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Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)

1650.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[henotrix's solution](#)

1651.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[henotrix's solution](#)

1652.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[henotrix's solution](#)

1653.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[henotrix's solution](#)

1654.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[henotrix's solution](#)

1655.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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1656.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[henotrix's solution](#)

1657.

1606E

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Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)

1658.

1483C

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Rating: 2100 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

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1659.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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1660.

1493D

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Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

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1661.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

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1662.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[henotrix's solution](#)

1663.

1446C

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Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[henotrix's solution](#)

1664.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[henotrix's solution](#)

1665.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[henotrix's solution](#)

1666.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[henotrix's solution](#)

1667.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[henotrix's solution](#)

1668.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[henotrix's solution](#)

1669.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[henotrix's solution](#)

1670.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[henotrix's solution](#)

1671.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[henotrix's solution](#)

1672.

1365F

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Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[henotrix's solution](#)

1673.

1363D

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Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[henotrix's solution](#)

1674.

1355E

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Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[henotrix's solution](#)

1675.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[henotrix's solution](#)

1676.

1312E

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1677.

1322B

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1678.

799D

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1679.

788B

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1680.

1266E

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1681.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

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1682.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

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1683.

1218I

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Quality: 743 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

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1684.

1296F

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Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

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1685.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, trees

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1686.

1252K

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Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

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1687.

859E

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[henotrix's solution](#)

1688.

1284D

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Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

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1689.

1146D

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Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[henotrix's solution](#)

1690.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[henotrix's solution](#)

1691.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[henotrix's solution](#)

1692.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[henotrix's solution](#)

1693.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[henotrix's solution](#)

1694.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[henotrix's solution](#)

1695.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[henotrix's solution](#)

1696.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[henotrix's solution](#)

1697.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[henotrix's solution](#)

1698.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[henotrix's solution](#)

1699.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[henotrix's solution](#)

1700.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[henotrix's solution](#)

1701.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[henotrix's solution](#)

1702.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[henotrix's solution](#)

1703.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[henotrix's solution](#)

1704.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1705.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

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1706.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[henotrix's solution](#)

1707.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[henotrix's solution](#)

1708.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[henotrix's solution](#)

1709.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[henotrix's solution](#)

1710.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[henotrix's solution](#)**1711.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[henotrix's solution](#)**1712.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[henotrix's solution](#)**1713.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[henotrix's solution](#)**1714.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[henotrix's solution](#)**1715.**

1075E

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

Rating: 2100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[henotrix's solution](#)**1716.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[henotrix's solution](#)**1717.**

900E

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840B

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343D

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1720.

703D

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1721.

1117D

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1722.

992D

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1006F

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1108E2

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1108F

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1077F2

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955C

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1040D

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1731.

1029E

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1734.

486D

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1735.

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1736.

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1740.

985E

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980D

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1743.

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1744.

2178F

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1745.

2118D2

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1750.

1967B2

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1751.

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1753.

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1756.

2018D

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1757.

1991F

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1758.

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1938E

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1761.

1737D

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1666F

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1763.

1666I

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1764.

1672E

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1765.

1656E

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1635E

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1767.

1616E

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1769.

1557D

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1770.

1537E2

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1771.

1526D

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1772.

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1773.

1474D

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1774.

1467D

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1775.

1470D

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1776.

1438D

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1777.

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1778.

1425E

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1406D

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1780.

1400E

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1781.

1399E2

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1782.

1373E

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1783.

1334E

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1784.

1333F

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1785.

1327D

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1786.

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1787.

1305E

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1788.

1311E

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1789.

922E

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1790.

855E

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1791.

1303E

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1792.

806C

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1793.

553C

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1794.

932D

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1795.

653D

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1796.

1295E

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1797.

1278E

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1798.

1272F

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1799.

369E

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1800.

981E

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1801.

1261D1

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1802.

1261C

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1803.

1253E

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1804.

707D

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1805.

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1806.

1249F

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1807.

1238F

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1808.

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1809.

1234F

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1810.

1231E

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1811.

1220E

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1216E2

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Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[henotrix's solution](#)**1813.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[henotrix's solution](#)**1814.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[henotrix's solution](#)**1815.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[henotrix's solution](#)**1816.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[henotrix's solution](#)**1817.**

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)**1818.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[henotrix's solution](#)**1819.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[henotrix's solution](#)**1820.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[henotrix's solution](#)

1821.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[henotrix's solution](#)

1822.

1194E

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[henotrix's solution](#)

1823.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[henotrix's solution](#)

1824.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[henotrix's solution](#)

1825.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[henotrix's solution](#)

1826.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-31 · last AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[henotrix's solution](#)

1827.

1158B

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

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[henotrix's solution](#)

1828.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[henotrix's solution](#)

1829.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: games

[henotrix's solution](#)

1830.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[henotrix's solution](#)

1831.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[henotrix's solution](#)

1832.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[henotrix's solution](#)

1833.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[henotrix's solution](#)

1834.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[henotrix's solution](#)

1835.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[henotrix's solution](#)

1836.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[henotrix's solution](#)

1837.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[henotrix's solution](#)

1838.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[henotrix's solution](#)

1839.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[henotrix's solution](#)

1840.

1136E

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

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[henotrix's solution](#)

1841.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[henotrix's solution](#)

1842.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[henotrix's solution](#)

1843.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[henotrix's solution](#)

1844.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[henotrix's solution](#)

1845.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[henotrix's solution](#)

1846.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[henotrix's solution](#)

1847.

1092D1

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

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[henotrix's solution](#)

1848.

1092D2

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

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[henotrix's solution](#)

1849.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[henotrix's solution](#)

1850.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-06 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[henotrix's solution](#)

1851.

1047D

[Little C Loves 3 II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[henotrix's solution](#)

1852.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[henotrix's solution](#)

1853.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[henotrix's solution](#)

1854.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

1855.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[henotrix's solution](#)

1856.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[henotrix's solution](#)

1857.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[henotrix's solution](#)

1858.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[henotrix's solution](#)

1859.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[henotrix's solution](#)

1860.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[henotrix's solution](#)

1861.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[henotrix's solution](#)

1862.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[henotrix's solution](#)

1863.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

1864.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[henotrix's solution](#)

1865.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[henotrix's solution](#)

1866.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[henotrix's solution](#)

1867.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[henotrix's solution](#)

1868.

1782E

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

Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[henotrix's solution](#)

1869.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[henotrix's solution](#)

1870.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math
[henotrix's solution](#)

1871.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[henotrix's solution](#)

1872.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[henotrix's solution](#)

1873.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)

1874.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[henotrix's solution](#)

1875.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[henotrix's solution](#)

1876.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[henotrix's solution](#)

1877.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[henotrix's solution](#)

1878.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[henotrix's solution](#)

1879.

748F

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

Quality: 716 global accepts · Rating: 2300 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[henotrix's solution](#)

1880.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[henotrix's solution](#)

1881.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[henotrix's solution](#)

1882.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[henotrix's solution](#)

1883.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[henotrix's solution](#)

1884.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[henotrix's solution](#)

1885.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[henotrix's solution](#)

1886.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[henotrix's solution](#)

1887.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[henotrix's solution](#)

1888.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[henotrix's solution](#)

1889.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[henotrix's solution](#)

1890.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[henotrix's solution](#)

1891.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[henotrix's solution](#)

1892.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[henotrix's solution](#)

1893.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[henotrix's solution](#)

1894.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[henotrix's solution](#)

1895.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[henotrix's solution](#)

1896.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[henotrix's solution](#)

1897.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[henotrix's solution](#)

1898.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[henotrix's solution](#)

1899.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)

1900.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[henotrix's solution](#)

1901.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[henotrix's solution](#)

1902.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-24 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[henotrix's solution](#)

1903.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[henotrix's solution](#)

1904.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

1905.

1204E

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

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[henotrix's solution](#)

1906.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

1907.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[henotrix's solution](#)

1908.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[henotrix's solution](#)

1909.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[henotrix's solution](#)

1910.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[henotrix's solution](#)

1911.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[henotrix's solution](#)

1912.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[henotrix's solution](#)

1913.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[henotrix's solution](#)

1914.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[henotrix's solution](#)

1915.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[henotrix's solution](#)

1916.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[henotrix's solution](#)

1917.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[henotrix's solution](#)

1918.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[henotrix's solution](#)

1919.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[henotrix's solution](#)

1920.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[henotrix's solution](#)

1921.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[henotrix's solution](#)

1922.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[henotrix's solution](#)

1923.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[henotrix's solution](#)

1924.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[henotrix's solution](#)

1925.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[henotrix's solution](#)

1926.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[henotrix's solution](#)

1927.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

1928.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[henotrix's solution](#)

1929.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[henotrix's solution](#)

1930.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[henotrix's solution](#)

1931.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[henotrix's solution](#)

1932.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[henotrix's solution](#)

1933.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[henotrix's solution](#)

1934.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[henotrix's solution](#)

1935.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[henotrix's solution](#)

1936.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[henotrix's solution](#)

1937.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[henotrix's solution](#)

1938.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

1939.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

1940.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[henotrix's solution](#)

1941.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
[henotrix's solution](#)

1942.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-29 · last AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[henotrix's solution](#)

1943.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[henotrix's solution](#)

1944.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[henotrix's solution](#)

1945.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[henotrix's solution](#)

1946.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[henotrix's solution](#)

1947.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[henotrix's solution](#)

1948.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[henotrix's solution](#)

1949.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[henotrix's solution](#)

1950.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[henotrix's solution](#)

1951.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[henotrix's solution](#)

1952.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[henotrix's solution](#)

1953.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[henotrix's solution](#)

1954.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[henotrix's solution](#)

1955.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[henotrix's solution](#)

1956.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[henotrix's solution](#)

1957.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[henotrix's solution](#)

1958.

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

[henotrix's solution](#)

1959.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[henotrix's solution](#)

1960.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[henotrix's solution](#)

1961.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[henotrix's solution](#)

1962.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[henotrix's solution](#)

1963.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[henotrix's solution](#)

1964.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[henotrix's solution](#)

1965.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[henotrix's solution](#)

1966.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[henotrix's solution](#)

1967.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[henotrix's solution](#)

1968.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[henotrix's solution](#)

1969.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[henotrix's solution](#)

1970.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[henotrix's solution](#)

1971.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[henotrix's solution](#)

1972.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[henotrix's solution](#)

1973.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[henotrix's solution](#)

1974.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[henotrix's solution](#)**1975.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[henotrix's solution](#)**1976.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)**1977.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[henotrix's solution](#)**1978.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[henotrix's solution](#)**1979.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[henotrix's solution](#)**1980.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[henotrix's solution](#)**1981.**

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[henotrix's solution](#)**1982.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[henotrix's solution](#)**1983.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[henotrix's solution](#)**1984.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[henotrix's solution](#)

1985.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[henotrix's solution](#)

1986.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

1987.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[henotrix's solution](#)

1988.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[henotrix's solution](#)

1989.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[henotrix's solution](#)

1990.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[henotrix's solution](#)

1991.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[henotrix's solution](#)

1992.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[henotrix's solution](#)

1993.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[henotrix's solution](#)

1994.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[henotrix's solution](#)

1995.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[henotrix's solution](#)

1996.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[henotrix's solution](#)

1997.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
[henotrix's solution](#)

1998.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[henotrix's solution](#)

1999.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[henotrix's solution](#)

2000.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[henotrix's solution](#)

2001.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[henotrix's solution](#)

2002.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[henotrix's solution](#)

2003.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees
[henotrix's solution](#)

2004.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
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2005.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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2006.

1074D

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

Rating: 2400 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

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2007.

1139E

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Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

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2008.

1144G

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Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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2009.

1142C

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Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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2010.

446C

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Quality: 3,933 global accepts · Rating: 2400 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

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2011.

906C

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Quality: 1,509 global accepts · Rating: 2400 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

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2012.

873F

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Quality: 1,862 global accepts · Rating: 2400 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

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2013.

342E

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Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

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2014.

1132G

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Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

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2015.

1138F

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Rating: 2400 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive, math

[henotrix's solution](#)

2016.

798D

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Quality: 2,167 global accepts · Rating: 2400 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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2017.

1114F

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2018.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

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2019.

1107E

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Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

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2020.

1101F

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Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

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2021.

1091E

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Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

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2022.

1059E

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Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[henotrix's solution](#)

2023.

1038E

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Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[henotrix's solution](#)

2024.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[henotrix's solution](#)

2025.

1036F

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Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[henotrix's solution](#)

2026.

1028E

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Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[henotrix's solution](#)

2027.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[henotrix's solution](#)

2028.

1017E

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Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings
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2029.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
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2030.

673E

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Rating: 2400 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[henotrix's solution](#)

2031.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

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2032.

2029F

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

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2033.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[henotrix's solution](#)

2034.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
[henotrix's solution](#)

2035.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[henotrix's solution](#)

2036.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[henotrix's solution](#)

2037.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[henotrix's solution](#)

2038.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

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2039.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
[henotrix's solution](#)

2040.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[henotrix's solution](#)

2041.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[henotrix's solution](#)

2042.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[henotrix's solution](#)

2043.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[henotrix's solution](#)

2044.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[henotrix's solution](#)

2045.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[henotrix's solution](#)

2046.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[henotrix's solution](#)

2047.

1716E

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Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

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2048.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[henotrix's solution](#)

2049.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[henotrix's solution](#)

2050.

1467E

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Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[henotrix's solution](#)

2051.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[henotrix's solution](#)

2052.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[henotrix's solution](#)

2053.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[henotrix's solution](#)

2054.

1420E

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Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

2055.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

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2056.

1375E

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Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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2057.

1368E

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Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[henotrix's solution](#)

2058.

1354F

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Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

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2059.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

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2060.

1327F

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2061.

1117F

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2062.

1117G

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2063.

1325F

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Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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2064.

1312F

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2065.

1305F

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2066.

799E

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Quality: 1,053 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

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2067.

1313D

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Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

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2068.

1320D

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Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

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2069.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[henotrix's solution](#)

2070.

855D

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Quality: 583 global accepts · Rating: 2500 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: trees

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2071.

1307E

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Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

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2072.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

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2073.

1280D

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Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

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2074.

1284E

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2075.

1146F

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2076.

792E

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Quality: 1,264 global accepts · Rating: 2500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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2077.

1253F

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Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[henotrix's solution](#)

2078.

911G

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Quality: 3,782 global accepts · Rating: 2500 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[henotrix's solution](#)

2079.

930D

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Quality: 446 global accepts · Rating: 2500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation
[henotrix's solution](#)

2080.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[henotrix's solution](#)

2081.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[henotrix's solution](#)

2082.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu
[henotrix's solution](#)

2083.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[henotrix's solution](#)

2084.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-09-09 · last AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings
[henotrix's solution](#)

2085.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[henotrix's solution](#)

2086.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math,

sortings

[henotrix's solution](#)

2087.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

2088.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[henotrix's solution](#)

2089.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[henotrix's solution](#)

2090.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[henotrix's solution](#)

2091.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[henotrix's solution](#)

2092.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[henotrix's solution](#)

2093.

1138E

[Museums Tour](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[henotrix's solution](#)

2094.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

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2095.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[henotrix's solution](#)

2096.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[henotrix's solution](#)

2097.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: —

[henotrix's solution](#)

2098.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[henotrix's solution](#)

2099.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[henotrix's solution](#)

2100.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[henotrix's solution](#)

2101.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[henotrix's solution](#)

2102.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[henotrix's solution](#)

2103.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[henotrix's solution](#)

2104.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[henotrix's solution](#)

2105.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[henotrix's solution](#)

2106.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[henotrix's solution](#)

2107.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[henotrix's solution](#)**2108.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[henotrix's solution](#)**2109.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[henotrix's solution](#)**2110.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[henotrix's solution](#)**2111.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[henotrix's solution](#)**2112.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[henotrix's solution](#)**2113.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[henotrix's solution](#)**2114.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[henotrix's solution](#)**2115.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees

[henotrix's solution](#)**2116.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[henotrix's solution](#)

2117.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[henotrix's solution](#)

2118.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[henotrix's solution](#)

2119.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[henotrix's solution](#)

2120.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[henotrix's solution](#)

2121.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[henotrix's solution](#)

2122.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[henotrix's solution](#)

2123.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices
[henotrix's solution](#)

2124.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[henotrix's solution](#)

2125.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy
[henotrix's solution](#)

2126.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[henotrix's solution](#)

2127.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[henotrix's solution](#)

2128.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[henotrix's solution](#)

2129.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[henotrix's solution](#)

2130.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[henotrix's solution](#)

2131.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[henotrix's solution](#)

2132.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[henotrix's solution](#)

2133.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[henotrix's solution](#)

2134.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[henotrix's solution](#)

2135.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer
[henotrix's solution](#)

2136.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[henotrix's solution](#)

2137.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[henotrix's solution](#)

2138.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[henotrix's solution](#)

2139.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[henotrix's solution](#)

2140.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[henotrix's solution](#)

2141.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[henotrix's solution](#)

2142.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[henotrix's solution](#)

2143.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[henotrix's solution](#)

2144.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[henotrix's solution](#)

2145.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[henotrix's solution](#)

2146.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[henotrix's solution](#)

2147.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[henotrix's solution](#)

2148.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[henotrix's solution](#)

2149.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-07 · last AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[henotrix's solution](#)

2150.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[henotrix's solution](#)

2151.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[henotrix's solution](#)

2152.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[henotrix's solution](#)

2153.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[henotrix's solution](#)

2154.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[henotrix's solution](#)

2155.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[henotrix's solution](#)

2156.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[henotrix's solution](#)

2157.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[henotrix's solution](#)

2158.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[henotrix's solution](#)

2159.

1782F

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

Rating: 2700 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[henotrix's solution](#)

2160.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[henotrix's solution](#)

2161.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[henotrix's solution](#)

2162.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[henotrix's solution](#)

2163.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

2164.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[henotrix's solution](#)

2165.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[henotrix's solution](#)

2166.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[henotrix's solution](#)

2167.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[henotrix's solution](#)

2168.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[henotrix's solution](#)

2169.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[henotrix's solution](#)

2170.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[henotrix's solution](#)

2171.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[henotrix's solution](#)

2172.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[henotrix's solution](#)

2173.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[henotrix's solution](#)

2174.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[henotrix's solution](#)

2175.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[henotrix's solution](#)

2176.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[henotrix's solution](#)

2177.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[henotrix's solution](#)

2178.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[henotrix's solution](#)

2179.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[henotrix's solution](#)

2180.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[henotrix's solution](#)

2181.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[henotrix's solution](#)

2182.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[henotrix's solution](#)

2183.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[henotrix's solution](#)

2184.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[henotrix's solution](#)

2185.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[henotrix's solution](#)

2186.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[henotrix's solution](#)

2187.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[henotrix's solution](#)

2188.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[henotrix's solution](#)

2189.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[henotrix's solution](#)

2190.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[henotrix's solution](#)

2191.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings, trees

[henotrix's solution](#)

2192.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[henotrix's solution](#)

2193.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[henotrix's solution](#)

2194.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[henotrix's solution](#)

2195.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math

[henotrix's solution](#)

2196.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[henotrix's solution](#)

2197.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[henotrix's solution](#)

2198.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[henotrix's solution](#)

2199.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[henotrix's solution](#)

2200.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[henotrix's solution](#)

2201.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[henotrix's solution](#)

2202.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[henotrix's solution](#)

2203.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[henotrix's solution](#)

2204.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[henotrix's solution](#)

2205.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[henotrix's solution](#)

2206.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[henotrix's solution](#)

2207.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[henotrix's solution](#)

2208.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[henotrix's solution](#)

2209.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[henotrix's solution](#)

2210.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[henotrix's solution](#)

2211.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[henotrix's solution](#)

2212.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[henotrix's solution](#)

2213.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[henotrix's solution](#)

2214.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[henotrix's solution](#)

2215.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[henotrix's solution](#)

2216.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[henotrix's solution](#)

2217.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[henotrix's solution](#)

2218.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[henotrix's solution](#)

2219.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[henotrix's solution](#)

2220.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[henotrix's solution](#)

2221.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[henotrix's solution](#)

2222.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

2223.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[henotrix's solution](#)

2224.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[henotrix's solution](#)

2225.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[henotrix's solution](#)

2226.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[henotrix's solution](#)

2227.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[henotrix's solution](#)

2228.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[henotrix's solution](#)

2229.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[henotrix's solution](#)

2230.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2231.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[henotrix's solution](#)

2232.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[henotrix's solution](#)

2233.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[henotrix's solution](#)

2234.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[henotrix's solution](#)

2235.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[henotrix's solution](#)

2236.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, trees

[henotrix's solution](#)

2237.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[henotrix's solution](#)

2238.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[henotrix's solution](#)

2239.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[henotrix's solution](#)

2240.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2019-10-11 · Python 3 (first AC) · Tags: interactive, math, number theory

[henotrix's solution](#)

2241.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[henotrix's solution](#)

2242.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[henotrix's solution](#)

2243.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

2244.

106059A

[Angle Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

2245.

105383L

[Lexicopolis](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

2246.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

2247.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2248.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

2249.

105383H

[Harmonious Passage of Magicians](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

2250.

105383G

[Game of Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[henotrix's solution](#)

2251.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[henotrix's solution](#)

2252.

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[henotrix's solution](#)

2253.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[henotrix's solution](#)

2254.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · last AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[henotrix's solution](#)

2255.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[henotrix's solution](#)

2256.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[henotrix's solution](#)

2257.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2258.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2259.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2260.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2261.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2262.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2263.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2264.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2265.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2266.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2267.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation
[henotrix's solution](#)

2268.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[henotrix's solution](#)

2269.

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
[henotrix's solution](#)

2270.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
[henotrix's solution](#)

2271.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
[henotrix's solution](#)

2272.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2273.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2274.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2275.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2276.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2277.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2278.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2279.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2280.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2281.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[henotrix's solution](#)

2282.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2283.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2284.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2285.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2286.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2287.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2288.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2289.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2290.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2291.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2292.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2293.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2294.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[henotrix's solution](#)

2295.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2296.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2297.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2298.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2299.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2300.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2301.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[henotrix's solution](#)

2302.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, number theory

[henotrix's solution](#)

2303.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special

[henotrix's solution](#)

2304.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory

[henotrix's solution](#)

2305.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation

[henotrix's solution](#)

2306.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math

[henotrix's solution](#)

2307.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[henotrix's solution](#)

2308.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[henotrix's solution](#)

2309.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2310.

101341L

[High Probability Cast](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2311.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2312.

101341J

[Catch the Monster](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2313.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2314.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2315.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2316.

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2317.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2318.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2319.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2320.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2321.

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2322.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2323.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2324.

103260A

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

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2325.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2326.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2327.

103260J

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

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2328.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2329.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2330.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2331.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2332.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2333.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2334.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2335.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2336.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2337.

101572H

[Hubtown](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2338.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2339.

101572D

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

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2340.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2341.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2342.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2343.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2344.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2345.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2346.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2347.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2348.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2349.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2350.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2351.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2352.

101471A

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

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2353.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2354.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2355.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2356.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2357.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2358.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2359.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2360.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2361.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2362.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2363.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2364.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2365.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2366.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2367.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2368.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2369.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2370.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2371.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2372.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2373.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2374.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2375.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2376.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2377.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2378.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2379.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2380.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2381.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2382.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2383.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2384.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2385.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2386.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2387.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2388.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2389.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2390.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2391.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2392.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2393.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2394.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2395.

101177D

[Dendroctonus](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2396.

101177G

[Graphics Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2397.

101177F

[False Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2398.

101177E

[Election Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2399.

101177J

[Just Terraffic!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2400.

101177B

[Balloon Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2401.

101177C

[Crazy Rotations](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2402.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2403.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2404.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2405.

101549G

[Warp Speed II](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2406.

101549C

[Optimal Space Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2407.

101549E

[Version Controlled IDE](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2408.

101549B

[Probability Through Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2409.

101549A

[Binary Matrix 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2410.

101549D

[Radiation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2411.

101549I

[Prime Substring](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2412.

101549H

[Birthdates](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2413.

101549J

[Longest Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2414.

100495G

[Spells once again!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2415.

100495J

[Unnamed numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2416.

100495C

[I need some help!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2417.

100495H

[Sugar and Salt](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2418.

100495F

[Snake++](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2419.

100495E

[Simple sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2420.

100495A

[Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2421.

100495K

[Wolf and sheep](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2422.

100495B

[Don't swear!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2423.

100495D

[Modulo maths](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2424.

100641E

[Inspectors](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2425.

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2426.

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2427.

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2428.

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2429.

100641H

[Time Warp](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2430.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, math

[henotrix's solution](#)

2431.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, divide and conquer, implementation, math

[henotrix's solution](#)

2432.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[henotrix's solution](#)

2433.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, trees

[henotrix's solution](#)

2434.

100438E

[Old School Days](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2435.

100438A

[Beehives](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2436.

100438G

[How do spiders walk on water?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2437.

100438F

[Sentry Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2438.

100438J

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2439.

100438C

[LCM Pair Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2440.

100438B

[Bits Equalizer](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2441.

1116A1

[Generate state |00'ë + |01'ë + |10'ë](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2022-03-03 · Q# (first AC) · Tags: *special

[henotrix's solution](#)

2442.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2443.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2444.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2445.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2446.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2447.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2448.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2449.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2450.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2451.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2452.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2453.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2454.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2455.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2456.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2457.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2458.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2459.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2460.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2461.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2462.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2463.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2464.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2465.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2466.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2467.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2468.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2469.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2470.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2471.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2472.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2473.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2474.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2475.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2476.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2477.

102423H

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

Rating: — · first AC: 2021-11-10 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2478.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2479.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2480.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2481.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2482.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2483.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2484.

103049C

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

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[henotrix's solution](#)

2485.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · PyPy 3-64 (first AC) · Tags: —

[henotrix's solution](#)

2486.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2487.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2488.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2489.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2490.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2491.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2492.

103098H

[Hackerman](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2493.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2494.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2495.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2496.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2497.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2498.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2499.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2500.

101933F

[Firing the Phaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2501.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2502.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2503.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2504.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2505.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2506.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2507.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2508.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2509.

102984I

[Selecting Points and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2510.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2511.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2512.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2513.

100541H

[Pencil Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2514.

100541J

[Math Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2515.

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2516.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2517.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2518.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2519.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2520.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2521.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2522.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2523.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2524.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2525.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2526.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2527.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2528.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2529.

103102I

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2530.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2531.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2532.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2533.

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2534.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2535.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2536.

101623K

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

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2537.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2538.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2539.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2540.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2541.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2542.

101741J

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

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2543.

101741K

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

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2544.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2545.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2546.

100958J

[Hyperrectangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2547.

100958F

[Directions](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2548.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2549.

100958G

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2550.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2551.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2552.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2553.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2554.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2555.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2556.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2557.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2558.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2559.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2560.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2561.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2562.

101086I

[Home Sweet Home](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2563.

101086C

[Everything](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2564.

101086K

[Betrayed](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2565.

101086B

[Brother Louie](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2566.

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2567.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2568.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2569.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2570.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2571.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2572.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2573.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2574.

100765J

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2575.

100765F

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2576.

100765E

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2577.

100765I

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2578.

100765A

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2579.

100765D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2580.

100765G

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2581.

100765B

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2582.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special

[henotrix's solution](#)

2583.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[henotrix's solution](#)

2584.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[henotrix's solution](#)

2585.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special, math

[henotrix's solution](#)

2586.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special

[henotrix's solution](#)

2587.

100291E

[Stampede!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2588.

100291D

[Rent-A-Pixel](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2589.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2590.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2591.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2592.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · Python 3 (first AC) · Tags: —

[henotrix's solution](#)

2593.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2594.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2595.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2596.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2597.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2598.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2599.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · Python 3 (first AC) · Tags: —

[henotrix's solution](#)

2600.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · Python 3 (first AC) · Tags: —

[henotrix's solution](#)

2601.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2602.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2603.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2604.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2605.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2606.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2607.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2608.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2609.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2610.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2611.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2612.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2613.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2614.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2615.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2616.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2617.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2618.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2619.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2620.

101807F

[Final Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2621.

101807B

[Bob the Builder](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2622.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2623.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2624.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2625.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2626.

101807C

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

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2627.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2628.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2629.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2630.

102014C

[Count the Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2631.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2632.

102014B

[The Last Ant](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2633.

102014A

[Equal Sum Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2634.

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2635.

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2636.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2637.

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2638.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2639.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2640.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2641.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2642.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2643.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2644.

101630A

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

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2645.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2646.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · PyPy 3 (first AC) · Tags: —

[henotrix's solution](#)

2647.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2648.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2649.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2650.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2651.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2652.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2653.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2654.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2655.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2656.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2657.

101889C

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2658.

101889H

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Rating: — · first AC: 2020-10-14 · PyPy 3 (first AC) · Tags: —

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2659.

100820K

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2660.

100820H

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2661.

100820A

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2662.

100820G

[Racing Gems](#) · [Tutorial](#)

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2663.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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2664.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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2665.

100820D

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2666.

100781B

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2667.

100781F

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2668.

100781A

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2669.

100781E

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2670.

100781G

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2671.

100781D

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2672.

100781C

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2673.

101485D

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Rating: — · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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2674.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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2675.

101485K

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

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2676.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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2677.

101485A

[Assigning Workstations](#) · [Tutorial](#)

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2678.

101485E

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2679.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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2680.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

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[henotrix's solution](#)

2681.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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2682.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2683.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2684.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2685.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[henotrix's solution](#)

2686.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[henotrix's solution](#)

2687.

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

[henotrix's solution](#)

2688.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[henotrix's solution](#)

2689.

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

[henotrix's solution](#)

2690.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2691.

102503L

[Arnis Ball](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2692.

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2693.

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2694.

102503M

[Señorita](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2695.

102503C

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

Rating: — · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2696.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2697.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2698.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2699.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-04-16 · PyPy 3 (first AC) · Tags: *special, brute force

[henotrix's solution](#)

2700.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[henotrix's solution](#)

2701.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[henotrix's solution](#)

2702.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[henotrix's solution](#)

2703.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2704.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2705.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2706.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[henotrix's solution](#)

2707.

101666A

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

Rating: — · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: —

[henotrix's solution](#)

2708.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: —

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