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Unique solved — heuristica

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1.

2147A

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2.

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3.

2062A

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4.

2053A

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5.

2034A

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6.

2039A

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7.

2029A

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9.

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10.

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11.

1930A

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12.

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13.

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14.

1774A

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15.

1704A

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1696A

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17.

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19.

1656A

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20.

1654B

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21.

1654A

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22.

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23.

1616A

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24.

1615A

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25.

1566B

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26.

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27.

1556A

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29.

1530A

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30.

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32.

1468E

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33.

1368A

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34.

1250F

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35.

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36.

1148A

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37.

1028A

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38.

1091A

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39.

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40.

1056A

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41.

1017A

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932A

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45.

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46.

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47.

1779B

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48.

1696B

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49.

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50.

1468N

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51.

868A

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52.

1267B

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53.

1208A

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1110A

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1089L

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56.

2147B

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57.

2034B

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58.

2039B

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59.

1987B

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60.

1770B

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61.

1770A

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1704B

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63.

1566C

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1266B

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939B

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68.

2096B

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69.

2029B

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70.

1991B

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71.

1827A

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72.

1685A

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73.

1672C

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74.

1656B

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75.

1637B

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[heuristic's solution](#)

76.

1616B

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77.

1609B

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78.

1575A

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79.

1566D1

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80.

1534B

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81.

1523B

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82.

1375A

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83.

1214B

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84.

1119A

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85.

2062C

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86.

2053B

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87.

2039C1

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88.

1987C

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89.

1704C

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90.

1641A

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91.

1656C

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92.

1637C

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93.

1578E

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94.

1530C

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95.

1495A

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96.

1375B

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97.

1214C

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98.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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99.

1184A1

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100.

1028B

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101.

1091B

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102.

1023C

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103.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[heuristica's solution](#)

104.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[heuristica's solution](#)

105.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[heuristica's solution](#)

106.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[heuristica's solution](#)

107.

1815A

[lan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[heuristica's solution](#)

108.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[heuristica's solution](#)

109.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[heuristica's solution](#)

110.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,948 global accepts · Rating: 1300 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[heuristica's solution](#)

111.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[heuristica's solution](#)

112.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[heuristica's solution](#)

113.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[heuristica's solution](#)

114.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[heuristica's solution](#)

115.

1534C

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

Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[heuristica's solution](#)

116.

1470A

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

Quality: 29,381 global accepts · Rating: 1300 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[heuristica's solution](#)

117.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[heuristica's solution](#)

118.

1209B

[Koala and Lights](#) · [Tutorial](#)

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

[heuristica's solution](#)

119.

1119B

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

Quality: 16,363 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[heuristica's solution](#)

120.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[heuristica's solution](#)

121.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[heuristica's solution](#)

122.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[heuristica's solution](#)

123.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[heuristica's solution](#)

124.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[heuristica's solution](#)

125.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-26 · GNU C++ (first AC) · Tags: greedy, implementation

[heuristica's solution](#)

126.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar

[heuristica's solution](#)

127.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation,

interactive

[heuristica's solution](#)

128.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[heuristica's solution](#)

129.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[heuristica's solution](#)

130.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[heuristica's solution](#)

131.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[heuristica's solution](#)

132.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[heuristica's solution](#)

133.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[heuristica's solution](#)

134.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[heuristica's solution](#)

135.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[heuristica's solution](#)

136.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[heuristica's solution](#)

137.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[heuristica's solution](#)

138.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[heuristica's solution](#)

139.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[heuristica's solution](#)

140.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[heuristica's solution](#)

141.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[heuristica's solution](#)

142.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[heuristica's solution](#)

143.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[heuristica's solution](#)

144.

1214A

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

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

145.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[heuristica's solution](#)

146.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[heuristica's solution](#)

147.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[heuristica's solution](#)

148.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[heuristica's solution](#)

149.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[heuristica's solution](#)

150.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[heuristica's solution](#)

151.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[heuristica's solution](#)

152.

2115A

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

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[heuristica's solution](#)

153.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[heuristica's solution](#)

154.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[heuristica's solution](#)

155.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[heuristica's solution](#)

156.

1616C

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

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[heuristica's solution](#)

157.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[heuristica's solution](#)

158.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[heuristica's solution](#)

159.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[heuristica's solution](#)

160.

1368B

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

Quality: 21,417 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[heuristica's solution](#)

161.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[heuristica's solution](#)

162.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[heuristica's solution](#)

163.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[heuristica's solution](#)

164.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[heuristica's solution](#)

165.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[heuristica's solution](#)

166.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[heuristica's solution](#)

167.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[heuristica's solution](#)

168.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[heuristica's solution](#)

169.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[heuristica's solution](#)

170.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[heuristica's solution](#)

171.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[heuristica's solution](#)

172.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2019-04-11 · last AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[heuristica's solution](#)

173.

1119C

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

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

174.

1110C

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

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

175.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[heuristica's solution](#)

176.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[heuristica's solution](#)

177.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math
[heuristica's solution](#)

178.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[heuristica's solution](#)

179.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[heuristica's solution](#)

180.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[heuristica's solution](#)

181.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[heuristica's solution](#)

182.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[heuristica's solution](#)

183.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[heuristica's solution](#)

184.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[heuristica's solution](#)

185.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[heuristica's solution](#)

186.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[heuristica's solution](#)

187.

1526C2

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

Quality: 29,723 global accepts · Rating: 1600 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[heuristica's solution](#)

188.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[heuristica's solution](#)

189.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[heuristica's solution](#)

190.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[heuristica's solution](#)

191.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[heuristica's solution](#)

192.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[heuristica's solution](#)

193.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[heuristica's solution](#)

194.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[heuristica's solution](#)

195.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,603 global accepts · Rating: 1600 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation
[heuristica's solution](#)

196.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings
[heuristica's solution](#)

197.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[heuristica's solution](#)

198.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings
[heuristica's solution](#)

199.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[heuristica's solution](#)

200.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[heuristica's solution](#)

201.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: trees
[heuristica's solution](#)

202.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[heuristica's solution](#)

203.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[heuristica's solution](#)

204.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[heuristica's solution](#)

205.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[heuristica's solution](#)

206.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[heuristica's solution](#)

207.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[heuristica's solution](#)

208.

1086A

[Connect Three](#) · [Tutorial](#)

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

[heuristica's solution](#)

209.

1056D

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

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[heuristica's solution](#)

210.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[heuristica's solution](#)

211.

1071A

[Cram Time](#) · [Tutorial](#)

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

[heuristica's solution](#)

212.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[heuristica's solution](#)

213.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[heuristica's solution](#)

214.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[heuristica's solution](#)

215.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1600 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[heuristica's solution](#)

216.

966A

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[heuristica's solution](#)

217.

956B

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

Rating: 1600 · first AC: 2018-03-26 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[heuristica's solution](#)

218.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[heuristica's solution](#)

219.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: binary search, two pointers

[heuristica's solution](#)

220.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[heuristica's solution](#)

221.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[heuristica's solution](#)

222.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[heuristica's solution](#)

223.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[heuristica's solution](#)

224.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[heuristica's solution](#)

225.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[heuristica's solution](#)

226.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[heuristica's solution](#)

227.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[heuristica's solution](#)

228.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[heuristica's solution](#)

229.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[heuristica's solution](#)

230.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[heuristica's solution](#)

231.

1467B

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

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[heuristica's solution](#)

232.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[heuristica's solution](#)

233.

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

[heuristica's solution](#)

234.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[heuristica's solution](#)

235.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[heuristica's solution](#)

236.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[heuristica's solution](#)

237.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[heuristica's solution](#)

238.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: geometry, hashing, number theory

[heuristica's solution](#)

239.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[heuristica's solution](#)

240.

1368D

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

Quality: 13,654 global accepts · Rating: 1700 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[heuristica's solution](#)

241.

1361A

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

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[heuristica's solution](#)

242.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[heuristica's solution](#)

243.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[heuristica's solution](#)

244.

1336B

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

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

245.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings
[heuristica's solution](#)

246.

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
[heuristica's solution](#)

247.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[heuristica's solution](#)

248.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[heuristica's solution](#)

249.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[heuristica's solution](#)

250.

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

[heuristica's solution](#)

251.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[heuristica's solution](#)

252.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[heuristica's solution](#)

253.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[heuristica's solution](#)

254.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[heuristica's solution](#)

255.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[heuristica's solution](#)

256.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[heuristica's solution](#)

257.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[heuristica's solution](#)

258.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[heuristica's solution](#)

259.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[heuristica's solution](#)

260.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[heuristica's solution](#)

261.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,097 global accepts · Rating: 1700 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[heuristica's solution](#)

262.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[heuristica's solution](#)

263.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[heuristica's solution](#)

264.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[heuristica's solution](#)

265.

966B

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

Rating: 1700 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, two pointers

[heuristica's solution](#)

266.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[heuristica's solution](#)

267.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms

[heuristica's solution](#)

268.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[heuristica's solution](#)

269.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[heuristica's solution](#)

270.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[heuristica's solution](#)

271.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[heuristica's solution](#)

272.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[heuristica's solution](#)

273.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[heuristica's solution](#)

274.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[heuristica's solution](#)

275.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[heuristica's solution](#)

276.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[heuristica's solution](#)

277.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[heuristica's solution](#)

278.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[heuristica's solution](#)

279.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[heuristica's solution](#)

280.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[heuristica's solution](#)

281.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,508 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation,

math

[heuristica's solution](#)

282.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[heuristica's solution](#)

283.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[heuristica's solution](#)

284.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[heuristica's solution](#)

285.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[heuristica's solution](#)

286.

1338B

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

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[heuristica's solution](#)

287.

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

[heuristica's solution](#)

288.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,438 global accepts · Rating: 1800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[heuristica's solution](#)

289.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[heuristica's solution](#)

290.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[heuristica's solution](#)

291.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[heuristica's solution](#)

292.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[heuristica's solution](#)

293.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[heuristica's solution](#)

294.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[heuristica's solution](#)

295.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games
[heuristica's solution](#)

296.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[heuristica's solution](#)

297.

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
[heuristica's solution](#)

298.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[heuristica's solution](#)

299.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[heuristica's solution](#)

300.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[heuristica's solution](#)

301.

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
[heuristica's solution](#)

302.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[heuristica's solution](#)

303.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1800 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[heuristica's solution](#)

304.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[heuristica's solution](#)

305.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[heuristica's solution](#)

306.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[heuristica's solution](#)

307.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[heuristica's solution](#)

308.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[heuristica's solution](#)

309.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[heuristica's solution](#)

310.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: binary search, greedy, ternary search, two pointers

[heuristica's solution](#)

311.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[heuristica's solution](#)

312.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[heuristica's solution](#)

313.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[heuristica's solution](#)

314.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[heuristica's solution](#)

315.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[heuristica's solution](#)

316.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[heuristica's solution](#)

317.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[heuristica's solution](#)

318.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[heuristica's solution](#)

319.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[heuristica's solution](#)

320.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[heuristica's solution](#)

321.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[heuristica's solution](#)

322.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,539 global accepts · Rating: 1900 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp,

greedy, trees

[heuristica's solution](#)

323.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[heuristica's solution](#)

324.

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

[heuristica's solution](#)

325.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[heuristica's solution](#)

326.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[heuristica's solution](#)

327.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[heuristica's solution](#)

328.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[heuristica's solution](#)

329.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[heuristica's solution](#)

330.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[heuristica's solution](#)

331.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[heuristica's solution](#)

332.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[heuristica's solution](#)

333.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[heuristica's solution](#)

334.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[heuristica's solution](#)

335.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[heuristica's solution](#)

336.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
[heuristica's solution](#)

337.

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[heuristica's solution](#)

338.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,448 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[heuristica's solution](#)

339.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees
[heuristica's solution](#)

340.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[heuristica's solution](#)

341.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,404 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[heuristica's solution](#)

342.

1119E

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

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
[heuristica's solution](#)

343.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[heuristica's solution](#)

344.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[heuristica's solution](#)

345.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math
[heuristica's solution](#)

346.

1078A

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

Rating: 1900 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths
[heuristica's solution](#)

347.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[heuristica's solution](#)

348.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing
[heuristica's solution](#)

349.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[heuristica's solution](#)

350.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures
[heuristica's solution](#)

351.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[heuristica's solution](#)

352.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices
[heuristica's solution](#)

353.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[heuristica's solution](#)

354.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[heuristica's solution](#)

355.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[heuristica's solution](#)

356.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[heuristica's solution](#)

357.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[heuristica's solution](#)

358.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[heuristica's solution](#)

359.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[heuristica's solution](#)

360.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[heuristica's solution](#)

361.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[heuristica's solution](#)

362.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[heuristica's solution](#)

363.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[heuristic's solution](#)

364.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[heuristic's solution](#)

365.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[heuristic's solution](#)

366.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[heuristic's solution](#)

367.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[heuristic's solution](#)

368.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[heuristic's solution](#)

369.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[heuristic's solution](#)

370.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, two pointers

[heuristic's solution](#)

371.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[heuristic's solution](#)

372.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[heuristic's solution](#)

373.

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

[heuristica's solution](#)

374.

1209E1

[Rotate Columns \(easy version\) · Tutorial](#)

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

[heuristica's solution](#)

375.

1214E

[Petya and Construction Set · Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[heuristica's solution](#)

376.

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[heuristica's solution](#)

377.

1190D

[Tokitsukaze and Strange Rectangle · Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[heuristica's solution](#)

378.

1010D

[Mars rover · Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[heuristica's solution](#)

379.

1142B

[Lynyrd Skynyrd · Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[heuristica's solution](#)

380.

1129B

[Wrong Answer · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[heuristica's solution](#)

381.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[heuristica's solution](#)

382.

1103B

[Game with modulo · Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[heuristica's solution](#)

383.

1019B

[The hat · Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[heuristica's solution](#)

384.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[heuristica's solution](#)

385.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: data structures, graphs, shortest paths

[heuristica's solution](#)

386.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[heuristica's solution](#)

387.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[heuristica's solution](#)

388.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[heuristica's solution](#)

389.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,026 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[heuristica's solution](#)

390.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[heuristica's solution](#)

391.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[heuristica's solution](#)

392.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[heuristica's solution](#)

393.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[heuristica's solution](#)

394.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[heuristica's solution](#)

395.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[heuristica's solution](#)

396.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[heuristica's solution](#)

397.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[heuristica's solution](#)

398.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[heuristica's solution](#)

399.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[heuristica's solution](#)

400.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[heuristica's solution](#)

401.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[heuristica's solution](#)

402.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[heuristica's solution](#)

403.

1267K

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1615E

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Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[heuristica's solution](#)

501.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[heuristica's solution](#)

502.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[heuristica's solution](#)

503.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[heuristica's solution](#)

504.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[heuristica's solution](#)

505.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[heuristica's solution](#)

506.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[heuristica's solution](#)

507.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[heuristica's solution](#)

508.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[heuristica's solution](#)

509.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[heuristica's solution](#)

510.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[heuristica's solution](#)

511.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[heuristica's solution](#)

512.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[heuristica's solution](#)

513.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[heuristica's solution](#)

514.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[heuristica's solution](#)

515.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[heuristica's solution](#)

516.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · Tutorial

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[heuristica's solution](#)

517.

1028E

[Restore Array](#) · Tutorial

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[heuristica's solution](#)

518.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[heuristica's solution](#)

519.

1091E

[New Year and the Acquaintance Estimation](#) · Tutorial

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[heuristica's solution](#)

520.

1089K

[King Kog's Reception](#) · Tutorial

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[heuristica's solution](#)

521.

1078C

[Vasya and Maximum Matching](#) · Tutorial

Rating: 2400 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[heuristica's solution](#)

522.

1017E

[The Supersonic Rocket](#) · Tutorial

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[heuristica's solution](#)

523.

983C

[Elevator](#) · Tutorial

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[heuristica's solution](#)

524.

939F

[Cutlet](#) · Tutorial

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: data structures, dp

[heuristica's solution](#)

525.

932E

[Team Work](#) · Tutorial

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[heuristica's solution](#)

526.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[heuristica's solution](#)

527.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[heuristica's solution](#)

528.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[heuristica's solution](#)

529.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[heuristica's solution](#)

530.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[heuristica's solution](#)

531.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[heuristica's solution](#)

532.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[heuristica's solution](#)

533.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[heuristica's solution](#)

534.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[heuristica's solution](#)

535.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[heuristica's solution](#)

536.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[heuristica's solution](#)

537.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[heuristica's solution](#)

538.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[heuristica's solution](#)

539.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: binary search, geometry

[heuristica's solution](#)

540.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[heuristica's solution](#)

541.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[heuristica's solution](#)

542.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[heuristica's solution](#)

543.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[heuristica's solution](#)

544.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[heuristica's solution](#)

545.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[heuristica's solution](#)

546.

1090G

[Combostone](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2500 · first AC: 2020-02-18 · last AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation

[heuristica's solution](#)

547.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[heuristica's solution](#)

548.

868F

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

Quality: 5,099 global accepts · Rating: 2500 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[heuristica's solution](#)

549.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[heuristica's solution](#)

550.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[heuristica's solution](#)

551.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[heuristica's solution](#)

552.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[heuristica's solution](#)

553.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[heuristica's solution](#)

554.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[heuristica's solution](#)

555.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[heuristica's solution](#)

556.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[heuristica's solution](#)

557.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[heuristica's solution](#)

558.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[heuristica's solution](#)

559.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[heuristica's solution](#)

560.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[heuristica's solution](#)

561.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[heuristica's solution](#)

562.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: —

[heuristica's solution](#)

563.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[heuristica's solution](#)

564.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[heuristica's solution](#)

565.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[heuristica's solution](#)

566.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[heuristica's solution](#)

567.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[heuristica's solution](#)

568.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[heuristica's solution](#)

569.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[heuristica's solution](#)

570.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[heuristica's solution](#)

571.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[heuristica's solution](#)

572.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[heuristica's solution](#)

573.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[heuristica's solution](#)

574.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[heuristica's solution](#)

575.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[heuristica's solution](#)

576.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[heuristica's solution](#)

577.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[heuristica's solution](#)

578.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[heuristica's solution](#)

579.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · last AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[heuristica's solution](#)

580.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[heuristica's solution](#)

581.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[heuristica's solution](#)

582.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[heuristica's solution](#)

583.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[heuristica's solution](#)

584.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[heuristica's solution](#)

585.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[heuristica's solution](#)

586.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[heuristica's solution](#)

587.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[heuristica's solution](#)

588.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[heuristica's solution](#)

589.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[heuristica's solution](#)

590.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[heuristica's solution](#)

591.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[heuristica's solution](#)

592.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[heuristica's solution](#)

593.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[heuristica's solution](#)

594.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[heuristica's solution](#)

595.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[heuristica's solution](#)

596.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,120 global accepts · Rating: 2600 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[heuristica's solution](#)

597.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[heuristica's solution](#)

598.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[heuristica's solution](#)

599.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[heuristica's solution](#)

600.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[heuristica's solution](#)

601.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[heuristica's solution](#)

602.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[heuristica's solution](#)

603.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[heuristica's solution](#)

604.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[heuristica's solution](#)

605.

1063D

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

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[heuristica's solution](#)

606.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[heuristica's solution](#)

607.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[heuristica's solution](#)

608.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[heuristica's solution](#)

609.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[heuristica's solution](#)

610.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[heuristica's solution](#)

611.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[heuristica's solution](#)

612.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[heuristica's solution](#)

613.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[heuristica's solution](#)

614.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[heuristica's solution](#)

615.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[heuristica's solution](#)

616.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[heuristica's solution](#)

617.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[heuristica's solution](#)

618.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[heuristica's solution](#)

619.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[heuristica's solution](#)

620.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees
[heuristica's solution](#)

621.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[heuristica's solution](#)

622.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
[heuristica's solution](#)

623.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[heuristica's solution](#)

624.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[heuristica's solution](#)

625.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[heuristica's solution](#)

626.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[heuristica's solution](#)

627.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs
[heuristica's solution](#)

628.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[heuristica's solution](#)

629.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[heuristica's solution](#)

630.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[heuristica's solution](#)

631.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[heuristica's solution](#)

632.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[heuristica's solution](#)

633.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[heuristica's solution](#)

634.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[heuristica's solution](#)

635.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[heuristica's solution](#)

636.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[heuristica's solution](#)

637.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: dp, greedy

[heuristica's solution](#)

638.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy

[heuristica's solution](#)

639.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy
[heuristica's solution](#)

640.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[heuristica's solution](#)

641.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[heuristica's solution](#)

642.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[heuristica's solution](#)

643.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs
[heuristica's solution](#)

644.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[heuristica's solution](#)

645.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
[heuristica's solution](#)

646.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
[heuristica's solution](#)

647.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[heuristica's solution](#)

648.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[heuristica's solution](#)

649.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and

conquer, dp, greedy

[heuristica's solution](#)

650.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[heuristica's solution](#)

651.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[heuristica's solution](#)

652.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[heuristica's solution](#)

653.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[heuristica's solution](#)

654.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[heuristica's solution](#)

655.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[heuristica's solution](#)

656.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[heuristica's solution](#)

657.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[heuristica's solution](#)

658.

1477D

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Quality: 785 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[heuristica's solution](#)

659.

1434D

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Rating: 2800 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[heuristica's solution](#)

660.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees
[heuristica's solution](#)

661.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[heuristica's solution](#)

662.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[heuristica's solution](#)

663.

1267D

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Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[heuristica's solution](#)

664.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
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665.

555E

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Quality: 2,968 global accepts · Rating: 2800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[heuristica's solution](#)

666.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[heuristica's solution](#)

667.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[heuristica's solution](#)

668.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[heuristica's solution](#)

669.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[heuristica's solution](#)

670.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[heuristica's solution](#)

671.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[heuristica's solution](#)

672.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[heuristica's solution](#)

673.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees
[heuristica's solution](#)

674.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[heuristica's solution](#)

675.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[heuristica's solution](#)

676.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[heuristica's solution](#)

677.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[heuristica's solution](#)

678.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[heuristica's solution](#)

679.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[heuristica's solution](#)

680.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees
[heuristica's solution](#)

681.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[heuristica's solution](#)

682.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[heuristica's solution](#)

683.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, matrices

[heuristica's solution](#)

684.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[heuristica's solution](#)

685.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[heuristica's solution](#)

686.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[heuristica's solution](#)

687.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[heuristica's solution](#)

688.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[heuristica's solution](#)

689.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[heuristica's solution](#)

690.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[heuristica's solution](#)

691.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[heuristica's solution](#)

692.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry

[heuristica's solution](#)

693.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[heuristica's solution](#)

694.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[heuristica's solution](#)

695.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[heuristica's solution](#)

696.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[heuristica's solution](#)

697.

512D

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Quality: 1,134 global accepts · Rating: 2900 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

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698.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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699.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

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700.

1198F

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Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

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701.

1172D

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Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[heuristica's solution](#)

702.

1129D

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Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
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703.

1028H

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Quality: 564 global accepts · Rating: 2900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math
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704.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[heuristica's solution](#)

705.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[heuristica's solution](#)

706.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[heuristica's solution](#)

707.

1078D

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Rating: 2900 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[heuristica's solution](#)

708.

1053D

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Rating: 2900 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
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709.

997D

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Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees
[heuristica's solution](#)

710.

966E

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Rating: 2900 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: data structures, trees
[heuristica's solution](#)

711.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[heuristica's solution](#)

712.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[heuristica's solution](#)

713.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[heuristica's solution](#)

714.

457E

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Quality: 121 global accepts · Rating: 3000 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, math

[heuristica's solution](#)

715.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[heuristica's solution](#)

716.

453D

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Quality: 578 global accepts · Rating: 3000 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[heuristica's solution](#)

717.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[heuristica's solution](#)

718.

1667E

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Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[heuristica's solution](#)

719.

1637G

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Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[heuristica's solution](#)

720.

1616H

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Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[heuristica's solution](#)

721.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[heuristica's solution](#)

722.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[heuristica's solution](#)

723.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[heuristica's solution](#)

724.

1575C

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Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, fft, number theory
[heuristica's solution](#)

725.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings
[heuristica's solution](#)

726.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[heuristica's solution](#)

727.

1340E

[Nastya and Bees](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: *broken, graphs, interactive, probabilities
[heuristica's solution](#)

728.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[heuristica's solution](#)

729.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[heuristica's solution](#)

730.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[heuristica's solution](#)

731.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[heuristica's solution](#)

732.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[heuristica's solution](#)

733.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[heuristica's solution](#)

734.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2019-04-24 · last AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[heuristica's solution](#)

735.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[heuristica's solution](#)

736.

1019C

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Quality: 1,454 global accepts · Rating: 3000 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[heuristica's solution](#)

737.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[heuristica's solution](#)

738.

2096F

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Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[heuristica's solution](#)

739.

1954F

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Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[heuristica's solution](#)

740.

720E

[Cipher](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[heuristica's solution](#)

741.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[heuristica's solution](#)

742.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[heuristica's solution](#)

743.

446E

[DZY Loves Bridges](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[heuristica's solution](#)

744.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[heuristica's solution](#)

745.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[heuristica's solution](#)

746.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[heuristica's solution](#)

747.

1566G

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Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[heuristica's solution](#)

748.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[heuristica's solution](#)

749.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[heuristica's solution](#)

750.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[heuristica's solution](#)

751.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[heuristica's solution](#)

752.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[heuristica's solution](#)

753.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[heuristica's solution](#)

754.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[heuristica's solution](#)

755.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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756.

418E

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Quality: 351 global accepts · Rating: 3100 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[heuristica's solution](#)

757.

407E

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Quality: 974 global accepts · Rating: 3100 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[heuristica's solution](#)

758.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[heuristica's solution](#)

759.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · last AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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760.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

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761.

1188D

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Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[heuristica's solution](#)

762.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[heuristica's solution](#)

763.

176E

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Quality: 1,523 global accepts · Rating: 3100 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[heuristica's solution](#)

764.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[heuristica's solution](#)

765.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities
[heuristica's solution](#)

766.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-06-29 · GNU C++11 (first AC) · Tags: fft, math
[heuristica's solution](#)

767.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[heuristica's solution](#)

768.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math
[heuristica's solution](#)

769.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory
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770.

1621G

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Quality: 778 global accepts · Rating: 3200 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
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771.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[heuristica's solution](#)

772.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[heuristica's solution](#)

773.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[heuristica's solution](#)

774.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[heuristica's solution](#)

775.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[heuristica's solution](#)

776.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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777.

1523G

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Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

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778.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[heuristica's solution](#)

779.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[heuristica's solution](#)

780.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[heuristica's solution](#)

781.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[heuristica's solution](#)

782.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[heuristica's solution](#)

783.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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784.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[heuristica's solution](#)

785.

1184C3

[Heidi and the Turing Test \(Hard\)](#) · [Tutorial](#)

Quality: 45 global accepts · Rating: 3200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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786.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[heuristica's solution](#)

787.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[heuristica's solution](#)

788.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[heuristica's solution](#)

789.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[heuristica's solution](#)

790.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[heuristica's solution](#)

791.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory
[heuristica's solution](#)

792.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, math
[heuristica's solution](#)

793.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-05-24 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, math
[heuristica's solution](#)

794.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings
[heuristica's solution](#)

795.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities
[heuristica's solution](#)

796.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[heuristica's solution](#)

797.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[heuristica's solution](#)

798.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[heuristica's solution](#)

799.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[heuristica's solution](#)

800.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[heuristica's solution](#)

801.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[heuristica's solution](#)

802.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[heuristica's solution](#)

803.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[heuristica's solution](#)

804.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[heuristica's solution](#)

805.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-04 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[heuristica's solution](#)

806.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy,

hashing, math, number theory, strings

[heuristica's solution](#)

807.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[heuristica's solution](#)

808.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, greedy

[heuristica's solution](#)

809.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, math

[heuristica's solution](#)

810.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[heuristica's solution](#)

811.

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[heuristica's solution](#)

812.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[heuristica's solution](#)

813.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[heuristica's solution](#)

814.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[heuristica's solution](#)

815.

1190F

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

Quality: 108 global accepts · Rating: 3400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: number theory, probabilities

[heuristica's solution](#)

816.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[heuristica's solution](#)

817.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[heuristica's solution](#)

818.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[heuristica's solution](#)

819.

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[heuristica's solution](#)

820.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[heuristica's solution](#)

821.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, meet-in-the-middle

[heuristica's solution](#)

822.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[heuristica's solution](#)

823.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[heuristica's solution](#)

824.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[heuristica's solution](#)

825.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[heuristica's solution](#)

826.

1609H

[Pushing Robots](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2021-11-29 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[heuristica's solution](#)

827.

1578G

[Game of Chance](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3500 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[heuristica's solution](#)

828.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[heuristica's solution](#)

829.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[heuristica's solution](#)

830.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[heuristica's solution](#)

831.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 3500 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[heuristica's solution](#)

832.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[heuristica's solution](#)

833.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[heuristica's solution](#)

834.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,251 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[heuristica's solution](#)

835.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[heuristica's solution](#)

836.

2222D

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

Quality: 3,169 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[heuristica's solution](#)

837.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,749 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[heuristica's solution](#)

838.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,952 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[heuristica's solution](#)

839.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

840.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[heuristica's solution](#)

841.

103860B

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

842.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

843.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

844.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

845.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

846.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[heuristica's solution](#)

847.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

848.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[heuristica's solution](#)

849.

103373I

[ICPC Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

850.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

851.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

852.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

853.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

854.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · PyPy 3-64 (first AC) · Tags: —
[heuristica's solution](#)

855.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

856.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

857.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

858.

103373J

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[heuristica's solution](#)

859.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

860.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

861.

103202B

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[heuristica's solution](#)

862.

103202C

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[heuristica's solution](#)

863.

103202J

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[heuristica's solution](#)

864.

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[heuristica's solution](#)

865.

103202I

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[heuristica's solution](#)

866.

103202K

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Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

867.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

868.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

869.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

870.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

871.

103202F

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

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

872.

103145G

[Ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

873.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

874.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

875.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

876.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

877.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

878.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

879.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

880.

103102I

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

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

881.

103102M

[Mistake](#) · [Tutorial](#)

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[heuristica's solution](#)

882.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

883.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

884.

102979K

[Knowledge Is...](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

885.

102979H

[Hotspot-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

886.

102979A

[Another Tree Queries Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

887.

102979E

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

Rating: — · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: —
[heuristica's solution](#)

888.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

889.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

890.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

891.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

892.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: —

[heuristica's solution](#)

893.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[heuristica's solution](#)

894.

102979J

[Jungyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[heuristica's solution](#)

895.

102984H

[Stone Catch Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[heuristica's solution](#)

896.

102984I

[Selecting Points and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[heuristica's solution](#)

897.

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[heuristica's solution](#)

898.

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[heuristica's solution](#)

899.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[heuristica's solution](#)

900.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[heuristica's solution](#)

901.

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[heuristica's solution](#)

902.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[heuristica's solution](#)

903.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[heuristica's solution](#)

904.

102992B

[Baby's First Suffix Array Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[heuristica's solution](#)

905.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[heuristica's solution](#)

906.

102992C

[Certain Scientific Railgun](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[heuristica's solution](#)

907.

102992G

[Go](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[heuristica's solution](#)

908.

102992H

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909.

102992D

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910.

102992E

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911.

102992F

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102992L

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913.

102992M

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914.

102992K

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100553G

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916.

100531E

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917.

101612G

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918.

101242F

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919.

100453C

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921.

100453F

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922.

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923.

100453B

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924.

100453A

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925.

102500K

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926.

102500B

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927.

102500D

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928.

102500J

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929.

102500H

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102500G

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931.

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932.

102500E

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933.

102500I

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934.

102500A

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935.

102500F

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936.

102501E

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937.

102501L

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938.

102501H

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939.

102501J

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940.

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941.

102501D

[Gnalcats](#) · [Tutorial](#)

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942.

102501K

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943.

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944.

102501F

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945.

102501C

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946.

102501B

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947.

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948.

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961.

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962.

102536M

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963.

102536C

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964.

102536K

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965.

102536D

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101385G

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102354D

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102354B

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102354H

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102354J

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102396C

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102361A

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102361F

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102361D

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