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Unique solved — highhighiq

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

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Count: 588

1.

448A

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2.

1774A

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3.

1773F

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4.

1764A

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5.

1740B

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Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

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6.

1740A

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7.

1713A

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Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

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8.

1716B

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9.

1716A

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10.

1704A

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11.

1709A

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12.

1706A

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13.

1680B

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14.

1680A

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15.

1673A

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17.

1654B

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18.

1654A

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19.

1647A

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20.

1649A

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21.

1642A

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22.

1635B

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1635A

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24.

1626A

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25.

1627A

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26.

1622A

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27.

1615A

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28.

1589A

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29.

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30.

1592A

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31.

1581A

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32.

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33.

1566A

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34.

1472B

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36.

1569A

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37.

1574A

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38.

1556A

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39.

1562A

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40.

1561A

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1504A

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42.

1513A

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43.

1526A

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44.

1536A

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46.

1557A

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47.

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48.

1554A

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49.

1549B

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50.

1549A

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51.

1523A

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52.

1529A

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- 53.**
1550A
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- 54.**
1552A
[Subsequence Permutation](#) · [Tutorial](#)
Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: sortings, strings
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1553A
[Digits Sum](#) · [Tutorial](#)
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1551B1
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- 57.**
1551A
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1530B
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1530A
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1546A
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1547A
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- 62.**
1547B
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1541A
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64.

1539B

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65.

1537A

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66.

1535A

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67.

1527A

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68.

1525A

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69.

1511A

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70.

1481A

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71.

1520B

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72.

1520A

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73.

1516A

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74.

1515A

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75.

1512B

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76.

1512A

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77.

1519B

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78.

1519A

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79.

1243A

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80.

1517A

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81.

1514A

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82.

1492A

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83.

1490A

[Dense Array](#) · [Tutorial](#)

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84.

1487A

[Arena](#) · [Tutorial](#)

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85.

1480A

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Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: games, greedy, strings
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86.

1478A

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87.

1473A

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88.

1474A

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89.

4A

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90.

1445A

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91.

1437A

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92.

1421A

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93.

1428A

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94.

1405A

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95.

1360B

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96.

1360A

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97.

620A

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98.

1408A

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99.

1426A

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100.

1398B

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101.

1398A

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102.

1397A

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103.

236A

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104.

266A

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[highhighiq's solution](#)

105.

617A

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106.

281A

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107.

1385B

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108.

1385A

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109.

1374A

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110.

1352A

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111.

1372A

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112.

339A

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113.

263A

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114.

112A

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115.

282A

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116.

50A

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Quality: 318,805 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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117.

158A

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118.

231A

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119.

71A

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120.

1328A

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121.

977A

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122.

1764B

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123.

1709B

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124.

1679A

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125.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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126.

1589C

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Rating: 900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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127.

1559B

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128.

1559A

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Quality: 45,600 global accepts · Rating: 900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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129.

1555A

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130.

1537B

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131.

1535B

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

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132.

1525B

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133.

1494A

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134.

1475A

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135.

1475B

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136.

1496A

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137.

1486A

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138.

1480B

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139.

1445B

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140.

1426B

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141.

1419A

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142.

1406A

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143.

1374B

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144.

1351B

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145.

1354A

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146.

1373B

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147.

115A

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148.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
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149.

1713B

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150.

1704B

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151.

1622B

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152.

1589B

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153.

1579E1

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154.

1562B

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155.

1550B

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156.

1539A

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157.

1521A

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158.

1520C

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159.

1515B

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160.

1243B1

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161.

1506C

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162.

74A

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163.

1490B

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164.

1485A

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165.

1473B

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166.

1474B

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167.

1469B

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168.

1469A

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169.

1405B

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170.

1A

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171.

620B

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172.

1073B

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173.

1073A

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[highhighiq's solution](#)

174.

1419D1

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175.

1374C

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176.

1251A

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177.

1293B

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178.

1359B

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179.

1033A

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180.

515A

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181.

1020B

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182.

483A

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183.

1706B

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184.

1673B

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185.

1656B

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186.

1626B

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187.

1604B

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188.

1579B

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[highhighiq's solution](#)

189.

1472C

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190.

1574B

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191.

1534B

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[highhighiq's solution](#)

192.

1557B

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193.

1523B

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194.

1529B

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195.

1547C

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196.

1511C

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197.

1511B

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198.

1481B

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199.

1496B

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200.

1490C

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201.

1478B

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202.

1202A

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203.

1428C

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204.

1360C

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205.

754B

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206.

1375A

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207.

1370B

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208.

495A

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209.

519B

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210.

483C

[Diverse Permutation · Tutorial](#)

Rating: 1200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[highhighiq's solution](#)

211.

1713C

[Build Permutation · Tutorial](#)

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[highhighiq's solution](#)

212.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[highhighiq's solution](#)

213.

1679B

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

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[highhighiq's solution](#)

214.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[highhighiq's solution](#)

215.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[highhighiq's solution](#)

216.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[highhighiq's solution](#)

217.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[highhighiq's solution](#)

218.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[highhighiq's solution](#)

219.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[highhighiq's solution](#)

220.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings
[highhighiq's solution](#)

221.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[highhighiq's solution](#)

222.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[highhighiq's solution](#)

223.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[highhighiq's solution](#)

224.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,489 global accepts · Rating: 1200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[highhighiq's solution](#)

225.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[highhighiq's solution](#)

226.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[highhighiq's solution](#)

227.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: interactive, math

[highhighiq's solution](#)

228.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[highhighiq's solution](#)

229.

1537C

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

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

[highhighiq's solution](#)

230.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[highhighiq's solution](#)

231.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-06 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[highhighiq's solution](#)

232.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-05-01 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[highhighiq's solution](#)

233.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-05-01 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[highhighiq's solution](#)

234.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[highhighiq's solution](#)

235.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · last AC: 2021-04-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[highhighiq's solution](#)

236.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · last AC: 2021-04-11 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation

[highhighiq's solution](#)

237.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2021-03-14 · last AC: 2021-03-14 · GNU C++11 (first AC) · Tags: implementation

[highhighiq's solution](#)

238.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[highhighiq's solution](#)

239.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[highhighiq's solution](#)

240.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: math, number theory

[highhighiq's solution](#)

241.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[highhighiq's solution](#)

242.

1437B

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

Quality: 20,855 global accepts · Rating: 1200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[highhighiq's solution](#)

243.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[highhighiq's solution](#)

244.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation
[highhighiq's solution](#)

245.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[highhighiq's solution](#)

246.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[highhighiq's solution](#)

247.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[highhighiq's solution](#)

248.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[highhighiq's solution](#)

249.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[highhighiq's solution](#)

250.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[highhighiq's solution](#)

251.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[highhighiq's solution](#)

252.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings,

greedy, sortings, two pointers

[highhighiq's solution](#)

253.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[highhighiq's solution](#)

254.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[highhighiq's solution](#)

255.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[highhighiq's solution](#)

256.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[highhighiq's solution](#)

257.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[highhighiq's solution](#)

258.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[highhighiq's solution](#)

259.

1604C

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

Rating: 1300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[highhighiq's solution](#)

260.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[highhighiq's solution](#)

261.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[highhighiq's solution](#)

262.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[highhighiq's solution](#)

263.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[highhighiq's solution](#)

264.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-08-07 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[highhighiq's solution](#)

265.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-08-07 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: brute force
[highhighiq's solution](#)

266.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings
[highhighiq's solution](#)

267.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[highhighiq's solution](#)

268.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[highhighiq's solution](#)

269.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[highhighiq's solution](#)

270.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[highhighiq's solution](#)

271.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation
[highhighiq's solution](#)

272.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: brute force, implementation
[highhighiq's solution](#)

273.

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2020-08-10 · last AC: 2020-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms
[highhighiq's solution](#)

274.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: data structures, sortings
[highhighiq's solution](#)

275.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths
[highhighiq's solution](#)

276.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: math, number theory
[highhighiq's solution](#)

277.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: math
[highhighiq's solution](#)

278.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2020-08-13 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: implementation, strings
[highhighiq's solution](#)

279.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory
[highhighiq's solution](#)

280.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[highhighiq's solution](#)

281.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[highhighiq's solution](#)

282.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[highhighiq's solution](#)

283.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[highhighiq's solution](#)

284.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[highhighiq's solution](#)

285.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[highhighiq's solution](#)

286.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[highhighiq's solution](#)

287.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[highhighiq's solution](#)

288.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[highhighiq's solution](#)

289.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[highhighiq's solution](#)

290.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[highhighiq's solution](#)

291.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[highhighiq's solution](#)

292.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[highhighiq's solution](#)

293.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[highhighiq's solution](#)

294.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[highhighiq's solution](#)

295.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[highhighiq's solution](#)

296.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[highhighiq's solution](#)

297.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[highhighiq's solution](#)

298.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: graphs, greedy

[highhighiq's solution](#)

299.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[highhighiq's solution](#)

300.

1535C

[Unstable String](#) · [Tutorial](#)

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

[highhighiq's solution](#)

301.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[highhighiq's solution](#)

302.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-05-09 · last AC: 2021-05-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[highhighiq's solution](#)

303.

1520E

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

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-06 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: greedy, math

[highhighiq's solution](#)

304.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[highhighiq's solution](#)

305.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[highhighiq's solution](#)

306.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[highhighiq's solution](#)

307.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[highhighiq's solution](#)

308.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[highhighiq's solution](#)

309.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[highhighiq's solution](#)

310.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-07-15 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[highhighiq's solution](#)

311.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[highhighiq's solution](#)

312.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[highhighiq's solution](#)

313.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[highhighiq's solution](#)

314.

1673C

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Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[highhighiq's solution](#)

315.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[highhighiq's solution](#)

316.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[highhighiq's solution](#)

317.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy
[highhighiq's solution](#)

318.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory
[highhighiq's solution](#)

319.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[highhighiq's solution](#)

320.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[highhighiq's solution](#)

321.

1552B

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Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[highhighiq's solution](#)

322.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[highhighiq's solution](#)

323.

1300C

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

Rating: 1500 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: greedy, math

[highhighiq's solution](#)

324.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[highhighiq's solution](#)

325.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[highhighiq's solution](#)

326.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[highhighiq's solution](#)

327.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[highhighiq's solution](#)

328.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[highhighiq's solution](#)

329.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-07-13 · last AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[highhighiq's solution](#)

330.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[highhighiq's solution](#)

331.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: number theory

[highhighiq's solution](#)

332.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs

[highhighiq's solution](#)

333.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[highhighiq's solution](#)

334.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: brute force, dp

[highhighiq's solution](#)

335.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[highhighiq's solution](#)

336.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[highhighiq's solution](#)

337.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2021-04-06 · last AC: 2021-04-06 · GNU C++11 (first AC) · Tags: dp, implementation

[highhighiq's solution](#)

338.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: implementation

[highhighiq's solution](#)

339.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[highhighiq's solution](#)

340.

1486B

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

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

[highhighiq's solution](#)

341.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[highhighiq's solution](#)

342.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[highhighiq's solution](#)

343.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[highhighiq's solution](#)

344.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2021-01-05 · last AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[highhighiq's solution](#)

345.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: greedy

[highhighiq's solution](#)

346.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[highhighiq's solution](#)

347.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[highhighiq's solution](#)

348.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[highhighiq's solution](#)

349.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: greedy, math

[highhighiq's solution](#)

350.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, math

[highhighiq's solution](#)

351.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[highhighiq's solution](#)

352.

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[highhighiq's solution](#)

353.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: greedy

[highhighiq's solution](#)

354.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[highhighiq's solution](#)

355.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[highhighiq's solution](#)

356.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, dp

[highhighiq's solution](#)

357.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[highhighiq's solution](#)

358.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[highhighiq's solution](#)

359.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[highhighiq's solution](#)

360.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[highhighiq's solution](#)

361.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[highhighiq's solution](#)

362.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[highhighiq's solution](#)

363.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[highhighiq's solution](#)

364.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[highhighiq's solution](#)

365.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[highhighiq's solution](#)

366.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy,

sortings

[highhighiq's solution](#)

367.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[highhighiq's solution](#)

368.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[highhighiq's solution](#)

369.

1526C2

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

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: data structures, greedy
[highhighiq's solution](#)

370.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[highhighiq's solution](#)

371.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: math, number theory
[highhighiq's solution](#)

372.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-07 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings
[highhighiq's solution](#)

373.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[highhighiq's solution](#)

374.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[highhighiq's solution](#)

375.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[highhighiq's solution](#)

376.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation
[highhighiq's solution](#)

377.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[highhighiq's solution](#)

378.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[highhighiq's solution](#)

379.

1537E1

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

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[highhighiq's solution](#)

380.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-06 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, interactive

[highhighiq's solution](#)

381.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-05-01 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[highhighiq's solution](#)

382.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · last AC: 2021-04-20 · GNU C++11 (first AC) · Tags: greedy, number theory

[highhighiq's solution](#)

383.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: implementation, strings

[highhighiq's solution](#)

384.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[highhighiq's solution](#)

385.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[highhighiq's solution](#)

386.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[highhighiq's solution](#)

387.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: implementation, math
[highhighiq's solution](#)

388.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[highhighiq's solution](#)

389.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[highhighiq's solution](#)

390.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2020-09-13 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers
[highhighiq's solution](#)

391.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force
[highhighiq's solution](#)

392.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math
[highhighiq's solution](#)

393.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: games, math, number theory
[highhighiq's solution](#)

394.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2020-09-06 · last AC: 2020-09-07 · GNU C++11 (first AC) · Tags: dfs and similar
[highhighiq's solution](#)

395.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[highhighiq's solution](#)

396.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2020-08-14 · last AC: 2020-08-14 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[highhighiq's solution](#)

397.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2020-07-31 · last AC: 2020-07-31 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[highhighiq's solution](#)

398.

518A

[Vitaly and Strings](#) · Tutorial

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[highhighiq's solution](#)

399.

508C

[Anya and Ghosts](#) · Tutorial

Quality: 4,669 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[highhighiq's solution](#)

400.

625A

[Guest From the Past](#) · Tutorial

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[highhighiq's solution](#)

401.

617D

[Polyline](#) · Tutorial

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[highhighiq's solution](#)

402.

1709D

[Rororobot](#) · Tutorial

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[highhighiq's solution](#)

403.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[highhighiq's solution](#)

404.

42B

[Game of chess unfinished](#) · Tutorial

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[highhighiq's solution](#)

405.

1626C

[Monsters And Spells](#) · Tutorial

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[highhighiq's solution](#)

406.

1592C

[Bakry and Partitioning](#) · Tutorial

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[highhighiq's solution](#)

407.

1578H

[Higher Order Functions](#) · Tutorial

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[highhighiq's solution](#)

408.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[highhighiq's solution](#)

409.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[highhighiq's solution](#)

410.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[highhighiq's solution](#)

411.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[highhighiq's solution](#)

412.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[highhighiq's solution](#)

413.

1529D

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

Rating: 1700 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[highhighiq's solution](#)

414.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[highhighiq's solution](#)

415.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[highhighiq's solution](#)

416.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-19 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: games, math, number theory

[highhighiq's solution](#)

417.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number

theory

[highhighiq's solution](#)

418.

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[highhighiq's solution](#)

419.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: binary search, implementation

[highhighiq's solution](#)

420.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2021-03-14 · last AC: 2021-03-14 · GNU C++11 (first AC) · Tags: implementation

[highhighiq's solution](#)

421.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[highhighiq's solution](#)

422.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[highhighiq's solution](#)

423.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: sortings, strings

[highhighiq's solution](#)

424.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[highhighiq's solution](#)

425.

483B

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

Quality: 4,354 global accepts · Rating: 1800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[highhighiq's solution](#)

426.

483D

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

Rating: 1800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[highhighiq's solution](#)

427.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[highhighiq's solution](#)

428.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[highhighiq's solution](#)

429.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[highhighiq's solution](#)

430.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[highhighiq's solution](#)

431.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[highhighiq's solution](#)

432.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[highhighiq's solution](#)

433.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[highhighiq's solution](#)

434.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[highhighiq's solution](#)

435.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[highhighiq's solution](#)

436.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[highhighiq's solution](#)

437.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[highhighiq's solution](#)

438.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2021-09-11 · last AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[highhighiq's solution](#)

439.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[highhighiq's solution](#)

440.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[highhighiq's solution](#)

441.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[highhighiq's solution](#)

442.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[highhighiq's solution](#)

443.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-07 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[highhighiq's solution](#)

444.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[highhighiq's solution](#)

445.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-26 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[highhighiq's solution](#)

446.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2021-07-15 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[highhighiq's solution](#)

447.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2021-07-15 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

448.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2021-07-16 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

449.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

450.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers
[highhighiq's solution](#)

451.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp, greedy
[highhighiq's solution](#)

452.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

453.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-07-11 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dp, graphs
[highhighiq's solution](#)

454.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-17 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy
[highhighiq's solution](#)

455.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[highhighiq's solution](#)

456.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-24 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[highhighiq's solution](#)

457.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-03-21 · last AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, strings

[highhighiq's solution](#)

458.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[highhighiq's solution](#)

459.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: binary search, two pointers

[highhighiq's solution](#)

460.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[highhighiq's solution](#)

461.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[highhighiq's solution](#)

462.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2020-08-24 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[highhighiq's solution](#)

463.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[highhighiq's solution](#)

464.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[highhighiq's solution](#)

465.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[highhighiq's solution](#)

466.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[highhighiq's solution](#)

467.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[highhighiq's solution](#)

468.

1707B

[Difference Array · Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[highhighiq's solution](#)

469.

1679D

[Toss a Coin to Your Graph... · Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[highhighiq's solution](#)

470.

1673D

[Lost Arithmetic Progression · Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[highhighiq's solution](#)

471.

1656D

[K-good · Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[highhighiq's solution](#)

472.

1627D

[Not Adding · Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[highhighiq's solution](#)

473.

1620E

[Replace the Numbers · Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[highhighiq's solution](#)

474.

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[highhighiq's solution](#)

475.

1545B

[AquaMoon and Chess · Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-26 · last AC: 2021-10-21 · GNU C++11 (first AC) · Tags: combinatorics, math

[highhighiq's solution](#)

476.

16E

[Fish · Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[highhighiq's solution](#)

477.

1561D2

[Up the Strip · Tutorial](#)

Rating: 1900 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[highhighiq's solution](#)

478.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[highhighiq's solution](#)

479.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[highhighiq's solution](#)

480.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[highhighiq's solution](#)

481.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2021-07-22 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[highhighiq's solution](#)

482.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp

[highhighiq's solution](#)

483.

1546D

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

Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[highhighiq's solution](#)

484.

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[highhighiq's solution](#)

485.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dp

[highhighiq's solution](#)

486.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dp

[highhighiq's solution](#)

487.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: dp

[highhighiq's solution](#)

488.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: dp

[highhighiq's solution](#)

489.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-05-01 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[highhighiq's solution](#)

490.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[highhighiq's solution](#)

491.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[highhighiq's solution](#)

492.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[highhighiq's solution](#)

493.

1424B

[Valuable Paper](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings

[highhighiq's solution](#)

494.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2020-08-18 · last AC: 2020-08-18 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings, strings

[highhighiq's solution](#)

495.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[highhighiq's solution](#)

496.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[highhighiq's solution](#)

497.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[highhighiq's solution](#)

498.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[highhighiq's solution](#)

499.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[highhighiq's solution](#)

500.

1642D

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

Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[highhighiq's solution](#)

501.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[highhighiq's solution](#)

502.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[highhighiq's solution](#)

503.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[highhighiq's solution](#)

504.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[highhighiq's solution](#)

505.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[highhighiq's solution](#)

506.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
[highhighiq's solution](#)

507.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-08-08 · last AC: 2021-09-04 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

508.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

509.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: binary search, brute force, dp
[highhighiq's solution](#)

510.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings
[highhighiq's solution](#)

511.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[highhighiq's solution](#)

512.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[highhighiq's solution](#)

513.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[highhighiq's solution](#)

514.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

515.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

516.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: dp
[highhighiq's solution](#)

517.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2021-05-16 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: dp, math
[highhighiq's solution](#)

518.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[highhighiq's solution](#)

519.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy,

implementation, sortings, two pointers

[highhighiq's solution](#)

520.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[highhighiq's solution](#)

521.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[highhighiq's solution](#)

522.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[highhighiq's solution](#)

523.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2020-09-09 · last AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[highhighiq's solution](#)

524.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[highhighiq's solution](#)

525.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[highhighiq's solution](#)

526.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2022-01-22 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[highhighiq's solution](#)

527.

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[highhighiq's solution](#)

528.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[highhighiq's solution](#)

529.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2021-07-29 · last AC: 2021-07-29 · GNU C++11 (first AC) · Tags: dp

[highhighiq's solution](#)

530.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2021-07-16 · last AC: 2021-07-29 · GNU C++11 (first AC) · Tags: dp, greedy
[highhighiq's solution](#)

531.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[highhighiq's solution](#)

532.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[highhighiq's solution](#)

533.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[highhighiq's solution](#)

534.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[highhighiq's solution](#)

535.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[highhighiq's solution](#)

536.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[highhighiq's solution](#)

537.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[highhighiq's solution](#)

538.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[highhighiq's solution](#)

539.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[highhighiq's solution](#)

540.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[highhighiq's solution](#)

541.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[highhighiq's solution](#)

542.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[highhighiq's solution](#)

543.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2021-08-01 · last AC: 2021-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[highhighiq's solution](#)

544.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[highhighiq's solution](#)

545.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[highhighiq's solution](#)

546.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[highhighiq's solution](#)

547.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2021-02-17 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, matrices

[highhighiq's solution](#)

548.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[highhighiq's solution](#)

549.

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: graphs, sortings

[highhighiq's solution](#)

550.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[highhighiq's solution](#)

551.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths
[highhighiq's solution](#)

552.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[highhighiq's solution](#)

553.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[highhighiq's solution](#)

554.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math
[highhighiq's solution](#)

555.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees
[highhighiq's solution](#)

556.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2021-02-14 · last AC: 2021-02-15 · GNU C++11 (first AC) · Tags: dp, trees
[highhighiq's solution](#)

557.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings
[highhighiq's solution](#)

558.

632F

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Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[highhighiq's solution](#)

559.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math
[highhighiq's solution](#)

560.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy,

matrices

[highhighiq's solution](#)

561.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[highhighiq's solution](#)

562.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[highhighiq's solution](#)

563.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[highhighiq's solution](#)

564.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[highhighiq's solution](#)

565.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[highhighiq's solution](#)

566.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[highhighiq's solution](#)

567.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-07-11 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[highhighiq's solution](#)

568.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[highhighiq's solution](#)

569.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[highhighiq's solution](#)

570.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[highhighiq's solution](#)

571.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-16 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[highhighiq's solution](#)

572.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: math, number theory

[highhighiq's solution](#)

573.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[highhighiq's solution](#)

574.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: greedy

[highhighiq's solution](#)

575.

115D

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[highhighiq's solution](#)

576.

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[highhighiq's solution](#)

577.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[highhighiq's solution](#)

578.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, trees

[highhighiq's solution](#)

579.

100199C

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Rating: — · first AC: 2022-03-19 · last AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[highhighiq's solution](#)

580.

undefined197

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: *special

[highhighiq's solution](#)

581.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · last AC: 2021-07-25 · GNU C++11 (first AC) · Tags: —

[highhighiq's solution](#)

582.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: —

[highhighiq's solution](#)

583.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: —

[highhighiq's solution](#)

584.

103117D

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

Rating: — · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: —

[highhighiq's solution](#)

585.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: —

[highhighiq's solution](#)

586.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: —

[highhighiq's solution](#)

587.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: —

[highhighiq's solution](#)

588.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: —

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