

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

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# Unique solved — hir35

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

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

Filters: none

Count: 572

1.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,565 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[hir35's solution](#)

2.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: greedy, math

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3.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[hir35's solution](#)

4.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, math

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5.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

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6.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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7.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings, two pointers

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8.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[hir35's solution](#)

9.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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**10.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**11.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**12.**

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games  
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**13.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,411 global accepts · Rating: 800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, math  
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**14.**

1674A

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

Quality: 27,972 global accepts · Rating: 800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
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**15.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math  
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**16.**

1669B

[Triple](#) · [Tutorial](#)

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**17.**

1669A

[Division?](#) · [Tutorial](#)

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**18.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
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**19.**

1657B

[XY Sequence](#) · [Tutorial](#)

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**20.**

1657A

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**21.**

1654B

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Quality: 16,779 global accepts · Rating: 800 · first AC: 2022-03-21 · PyPy 3-64 (first AC) · Tags: strings

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**22.**

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

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**23.**

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · PyPy 3 (first AC) · Tags: implementation, math

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**24.**

1633B

[Minority](#) · [Tutorial](#)

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**25.**

1633A

[Div. 7](#) · [Tutorial](#)

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

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**26.**

1632A

[ABC](#) · [Tutorial](#)

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

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**27.**

1621A

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**28.**

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**29.**

1619B

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Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**30.**

1619A

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**31.**

1605A

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**32.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

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**33.**

1566B

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**34.**

1566A

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**35.**

1569A

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**36.**

1567A

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Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**37.**

1556A

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**38.**

1562A

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**39.**

1560C

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**40.**

1560B

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**41.**

1560A

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

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**42.**

1304A

[Two Rabbits](#) · [Tutorial](#)

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**43.**

1409A

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**44.**

1557A

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

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**45.**

1552A

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**46.**

1551A

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**47.**

1553A

[Digits Sum](#) · [Tutorial](#)

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**48.**

1530B

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**49.**

1530A

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**50.**

1550A

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**51.**

1542A

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**52.**

1539B

[Love Song](#) · [Tutorial](#)

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**53.**

1537A

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**54.**

1538B

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**55.**

1538A

[Stone Game](#) · [Tutorial](#)

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**56.**

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

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**57.**

1535A

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**58.**

1523A

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**59.**

1527A

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

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**60.**

1520B

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**61.**

1520A

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**62.**

1515A

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**63.**

1519B

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**64.**

1519A

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**65.**

1517A

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**66.**

1511A

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**67.**

1499A

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**68.**

1497A

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**69.**

1493A

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**70.**

1487A

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**71.**

1490A

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Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: greedy, math  
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**72.**

1491A

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**73.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-24 · PyPy 3 (first AC) · Tags: math  
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**74.**

1481A

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**75.**

1478A

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Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-01-28 · PyPy 3 (first AC) · Tags: brute force, greedy  
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**76.**

1421A

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**77.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: math  
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**78.**

1400A

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**79.**

1391B

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Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation  
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**80.**

1391A

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Quality: 25,066 global accepts · Rating: 800 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
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**81.**

1323A

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Quality: 20,892 global accepts · Rating: 800 · first AC: 2020-07-14 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation  
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**82.**

1312A

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Quality: 27,544 global accepts · Rating: 800 · first AC: 2020-07-14 · PyPy 3 (first AC) · Tags: geometry, greedy, math, number theory  
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**83.**

1316A

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**84.**

1311A

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

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**85.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: implementation, strings  
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**86.**

1325B

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Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: greedy, implementation  
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**87.**

1325A

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Quality: 46,213 global accepts · Rating: 800 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory  
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**88.**

1335A

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

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**89.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,958 global accepts · Rating: 800 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: greedy, math  
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**90.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,717 global accepts · Rating: 800 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: implementation, strings  
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**91.**

1374A

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

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**92.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,265 global accepts · Rating: 800 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math  
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**93.**

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-27 · PyPy 3 (first AC) · Tags: geometry, math  
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**94.**

1370A

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Quality: 64,496 global accepts · Rating: 800 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: greedy, implementation, math, number theory  
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**95.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,263 global accepts · Rating: 800 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math  
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**96.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,731 global accepts · Rating: 800 · first AC: 2020-05-30 · PyPy 3 (first AC) · Tags: greedy, sortings  
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**97.**

1360A

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**98.**

1358A

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**99.**

1337A

[Ichiime and Triangle](#) · [Tutorial](#)

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[hir35's solution](#)

**100.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,157 global accepts · Rating: 800 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: implementation, math  
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**101.**

1353B

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

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-22 · PyPy 3 (first AC) · Tags: greedy, sortings  
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**102.**

1353A

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

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-22 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math  
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**103.**

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,943 global accepts · Rating: 800 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: implementation  
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**104.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,829 global accepts · Rating: 800 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: math  
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**105.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,155 global accepts · Rating: 800 · first AC: 2020-05-03 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
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**106.**

1348A

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Quality: 42,857 global accepts · Rating: 800 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: greedy, math  
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**107.**

1236A

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**108.**

1328A

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Quality: 131,934 global accepts · Rating: 800 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: math  
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**109.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · Python 3 (first AC) · Tags: implementation, strings  
[hir35's solution](#)

**110.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · PyPy 3 (first AC) · Tags: brute force, greedy, math  
[hir35's solution](#)

**111.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2019-12-15 · PyPy 3 (first AC) · Tags: implementation  
[hir35's solution](#)

**112.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · Python 3 (first AC) · Tags: math  
[hir35's solution](#)

**113.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[hir35's solution](#)

**114.**

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · Python 3 (first AC) · Tags: math  
[hir35's solution](#)

**115.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · Python 3 (first AC) · Tags: greedy  
[hir35's solution](#)

**116.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2019-05-24 · Python 3 (first AC) · Tags: implementation, strings  
[hir35's solution](#)

**117.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[hir35's solution](#)

**118.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[hir35's solution](#)

**119.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings  
[hir35's solution](#)

**120.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[hir35's solution](#)

**121.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[hir35's solution](#)

**122.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[hir35's solution](#)

**123.**

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[hir35's solution](#)

**124.**

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · PyPy 3 (first AC) · Tags: dp, greedy  
[hir35's solution](#)

**125.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math  
[hir35's solution](#)

**126.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2021-08-06 · PyPy 3 (first AC) · Tags: math, sortings  
[hir35's solution](#)

**127.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force, math  
[hir35's solution](#)

**128.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math  
[hir35's solution](#)

**129.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory, sortings  
[hir35's solution](#)

**130.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: bitmasks, brute force, implementation  
[hir35's solution](#)

**131.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: greedy, implementation  
[hir35's solution](#)

**132.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: math, sortings  
[hir35's solution](#)

**133.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: games, greedy, implementation  
[hir35's solution](#)

**134.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,085 global accepts · Rating: 900 · first AC: 2020-07-22 · PyPy 3 (first AC) · Tags: brute force, data structures  
[hir35's solution](#)

**135.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-07-13 · PyPy 3 (first AC) · Tags: greedy  
[hir35's solution](#)

**136.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: implementation, math  
[hir35's solution](#)

**137.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: implementation  
[hir35's solution](#)

**138.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: constructive algorithms  
[hir35's solution](#)

**139.**

1374B

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

Quality: 71,599 global accepts · Rating: 900 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: math  
[hir35's solution](#)

**140.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,693 global accepts · Rating: 900 · first AC: 2020-06-27 · PyPy 3 (first AC) · Tags: games  
[hir35's solution](#)

**141.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-05-25 · PyPy 3 (first AC) · Tags: greedy, implementation, math  
[hir35's solution](#)

**142.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,892 global accepts · Rating: 900 · first AC: 2020-05-17 · PyPy 3 (first AC) · Tags: math  
[hir35's solution](#)

**143.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: math  
[hir35's solution](#)

**144.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: brute force, implementation, math  
[hir35's solution](#)

**145.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,401 global accepts · Rating: 900 · first AC: 2020-05-03 · PyPy 3 (first AC) · Tags: brute force, math  
[hir35's solution](#)

**146.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: math  
[hir35's solution](#)

**147.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math  
[hir35's solution](#)

**148.**

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: math  
[hir35's solution](#)

**149.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · PyPy 3 (first AC) · Tags: greedy, math, sortings  
[hir35's solution](#)

**150.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,681 global accepts · Rating: 900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[hir35's solution](#)

**151.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math  
[hir35's solution](#)

**152.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[hir35's solution](#)

**153.**

1674C

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

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, strings  
[hir35's solution](#)

**154.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[hir35's solution](#)

**155.**

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[hir35's solution](#)

**156.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[hir35's solution](#)

**157.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[hir35's solution](#)

**158.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[hir35's solution](#)

**159.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[hir35's solution](#)

**160.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[hir35's solution](#)

**161.**

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: greedy, math  
[hir35's solution](#)

**162.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · PyPy 3 (first AC) · Tags: combinatorics, geometry, greedy, math  
[hir35's solution](#)

**163.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory  
[hir35's solution](#)

**164.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · PyPy 3 (first AC) · Tags: constructive algorithms  
[hir35's solution](#)

**165.**

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: brute force, geometry, math, number theory  
[hir35's solution](#)

**166.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation  
[hir35's solution](#)

**167.**

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[hir35's solution](#)

**168.**

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-19 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[hir35's solution](#)

**169.**

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[hir35's solution](#)

**170.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[hir35's solution](#)

**171.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: chinese remainder theorem, math  
[hir35's solution](#)

**172.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-07-14 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings  
[hir35's solution](#)

**173.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: brute force, greedy, math  
[hir35's solution](#)

**174.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory  
[hir35's solution](#)

**175.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,950 global accepts · Rating: 1000 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: greedy, strings  
[hir35's solution](#)

**176.**

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[hir35's solution](#)

**177.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, greedy, math  
[hir35's solution](#)

**178.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: greedy, sortings  
[hir35's solution](#)

**179.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-22 · PyPy 3 (first AC) · Tags: math  
[hir35's solution](#)

**180.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: greedy, math  
[hir35's solution](#)

**181.**

1247B1

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

Rating: 1000 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: implementation  
[hir35's solution](#)

**182.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · PyPy 3 (first AC) · Tags: geometry, math  
[hir35's solution](#)

**183.**

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · PyPy 3 (first AC) · Tags: brute force, implementation  
[hir35's solution](#)

**184.**

1177A

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

Quality: 6,772 global accepts · Rating: 1000 · first AC: 2019-06-08 · Python 3 (first AC) · Tags: implementation  
[hir35's solution](#)

**185.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

[hir35's solution](#)

**186.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: implementation

[hir35's solution](#)

**187.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[hir35's solution](#)

**188.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[hir35's solution](#)

**189.**

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[hir35's solution](#)

**190.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[hir35's solution](#)

**191.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[hir35's solution](#)

**192.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2021-08-23 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[hir35's solution](#)

**193.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[hir35's solution](#)

**194.**

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[hir35's solution](#)

**195.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[hir35's solution](#)

## 196.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hir35's solution](#)

## 197.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: math

[hir35's solution](#)

## 198.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · PyPy 3 (first AC) · Tags: constructive algorithms

[hir35's solution](#)

## 199.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: brute force, data structures, implementation, trees

[hir35's solution](#)

## 200.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[hir35's solution](#)

## 201.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: binary search, brute force, math

[hir35's solution](#)

## 202.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-02-24 · PyPy 3 (first AC) · Tags: data structures, greedy, math

[hir35's solution](#)

## 203.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[hir35's solution](#)

## 204.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, math

[hir35's solution](#)

## 205.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[hir35's solution](#)

## 206.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, strings  
[hir35's solution](#)

**207.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[hir35's solution](#)

**208.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy  
[hir35's solution](#)

**209.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-07-09 · PyPy 3 (first AC) · Tags: greedy, implementation, math  
[hir35's solution](#)

**210.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-07-09 · PyPy 3 (first AC) · Tags: greedy, sortings  
[hir35's solution](#)

**211.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation, sortings  
[hir35's solution](#)

**212.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[hir35's solution](#)

**213.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 1100 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory  
[hir35's solution](#)

**214.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: binary search, greedy, math  
[hir35's solution](#)

**215.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: games, greedy, implementation  
[hir35's solution](#)

**216.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-30 · PyPy 3 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings  
[hir35's solution](#)

**217.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, math  
[hir35's solution](#)

**218.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: constructive algorithms, strings  
[hir35's solution](#)

**219.**

1327A

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

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-04-05 · PyPy 3 (first AC) · Tags: math  
[hir35's solution](#)

**220.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · PyPy 3 (first AC) · Tags: brute force, math  
[hir35's solution](#)

**221.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · Python 3 (first AC) · Tags: constructive algorithms, greedy  
[hir35's solution](#)

**222.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[hir35's solution](#)

**223.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy  
[hir35's solution](#)

**224.**

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: games, greedy, math, strings  
[hir35's solution](#)

**225.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings  
[hir35's solution](#)

**226.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation  
[hir35's solution](#)

**227.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: data structures, math, strings  
[hir35's solution](#)

**228.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[hir35's solution](#)

## 229.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[hir35's solution](#)

## 230.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[hir35's solution](#)

## 231.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[hir35's solution](#)

## 232.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hir35's solution](#)

## 233.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[hir35's solution](#)

## 234.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-16 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs

[hir35's solution](#)

## 235.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2021-08-06 · PyPy 3 (first AC) · Tags: bitmasks, math

[hir35's solution](#)

## 236.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy

[hir35's solution](#)

## 237.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, sortings

[hir35's solution](#)

## 238.

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, strings

[hir35's solution](#)

**239.**

1527B1

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

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-05-20 · PyPy 3 (first AC) · Tags: constructive algorithms, games  
[hir35's solution](#)

**240.**

1520D

[Same Differences · Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2021-05-05 · PyPy 3 (first AC) · Tags: data structures, hashing, math  
[hir35's solution](#)

**241.**

1517B

[Morning Jogging · Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings  
[hir35's solution](#)

**242.**

1497C1

[k-LCM \(easy version\) · Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[hir35's solution](#)

**243.**

1497B

[M-arrays · Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math  
[hir35's solution](#)

**244.**

1495A

[Diamond Miner · Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · PyPy 3 (first AC) · Tags: geometry, greedy, math, sortings  
[hir35's solution](#)

**245.**

1487B

[Cat Cycle · Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: math, number theory  
[hir35's solution](#)

**246.**

1490D

[Permutation Transformation · Tutorial](#)

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[hir35's solution](#)

**247.**

1428B

[Belted Rooms · Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: graphs, implementation  
[hir35's solution](#)

**248.**

1419B

[Stairs · Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math  
[hir35's solution](#)

**249.**

1364A

[XXXXX · Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: brute force, data structures, number theory, two

pointers

[hir35's solution](#)

**250.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-07-13 · PyPy 3 (first AC) · Tags: dfs and similar, sortings

[hir35's solution](#)

**251.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: binary search, math

[hir35's solution](#)

**252.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-07-07 · PyPy 3 (first AC) · Tags: implementation, math

[hir35's solution](#)

**253.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[hir35's solution](#)

**254.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math

[hir35's solution](#)

**255.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-27 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[hir35's solution](#)

**256.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[hir35's solution](#)

**257.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: binary search, math

[hir35's solution](#)

**258.**

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[hir35's solution](#)

**259.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · PyPy 3 (first AC) · Tags: binary search, dp, implementation, two pointers

[hir35's solution](#)

**260.**

1355A

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

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[hir35's solution](#)

**261.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: greedy, implementation

[hir35's solution](#)

**262.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[hir35's solution](#)

**263.**

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-04-05 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy

[hir35's solution](#)

**264.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · PyPy 3 (first AC) · Tags: data structures, greedy

[hir35's solution](#)

**265.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[hir35's solution](#)

**266.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[hir35's solution](#)

**267.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[hir35's solution](#)

**268.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[hir35's solution](#)

**269.**

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hir35's solution](#)

**270.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[hir35's solution](#)

**271.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[hir35's solution](#)

**272.**

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[hir35's solution](#)

**273.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[hir35's solution](#)

**274.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hir35's solution](#)

**275.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hir35's solution](#)

**276.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-08-06 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy

[hir35's solution](#)

**277.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[hir35's solution](#)

**278.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force

[hir35's solution](#)

**279.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[hir35's solution](#)

**280.**

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[hir35's solution](#)

**281.**

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · PyPy 3 (first AC) · Tags: brute force, implementation

[hir35's solution](#)

**282.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1300 · first AC: 2020-11-15 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings  
[hir35's solution](#)

**283.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2020-09-09 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory  
[hir35's solution](#)

**284.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, strings  
[hir35's solution](#)

**285.**

1364B

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

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: greedy, two pointers  
[hir35's solution](#)

**286.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math  
[hir35's solution](#)

**287.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: greedy, implementation, math  
[hir35's solution](#)

**288.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: math, two pointers  
[hir35's solution](#)

**289.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation  
[hir35's solution](#)

**290.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-30 · PyPy 3 (first AC) · Tags: math, number theory  
[hir35's solution](#)

**291.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: greedy, implementation  
[hir35's solution](#)

**292.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation  
[hir35's solution](#)

**293.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics,

implementation, math

[hir35's solution](#)

**294.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[hir35's solution](#)

**295.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · PyPy 3 (first AC) · Tags: greedy, math

[hir35's solution](#)

**296.**

1247B2

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

Rating: 1300 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: implementation, two pointers

[hir35's solution](#)

**297.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-21 · Python 3 (first AC) · Tags: math

[hir35's solution](#)

**298.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[hir35's solution](#)

**299.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[hir35's solution](#)

**300.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings

[hir35's solution](#)

**301.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[hir35's solution](#)

**302.**

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[hir35's solution](#)

**303.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[hir35's solution](#)

**304.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[hir35's solution](#)

**305.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: implementation  
[hir35's solution](#)

**306.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings  
[hir35's solution](#)

**307.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[hir35's solution](#)

**308.**

1520E

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

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-05 · PyPy 3 (first AC) · Tags: greedy, math  
[hir35's solution](#)

**309.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy  
[hir35's solution](#)

**310.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[hir35's solution](#)

**311.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation  
[hir35's solution](#)

**312.**

1494B

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

Quality: 15,318 global accepts · Rating: 1400 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[hir35's solution](#)

**313.**

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy  
[hir35's solution](#)

**314.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · PyPy 3 (first AC) · Tags: constructive algorithms, strings  
[hir35's solution](#)

**315.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings  
[hir35's solution](#)

**316.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-22 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[hir35's solution](#)

**317.**

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-22 · PyPy 3 (first AC) · Tags: greedy  
[hir35's solution](#)

**318.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[hir35's solution](#)

**319.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-07-14 · PyPy 3 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[hir35's solution](#)

**320.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-07-13 · PyPy 3 (first AC) · Tags: data structures, sortings  
[hir35's solution](#)

**321.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-07-07 · PyPy 3 (first AC) · Tags: implementation, math  
[hir35's solution](#)

**322.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: greedy, math, sortings, two pointers  
[hir35's solution](#)

**323.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy  
[hir35's solution](#)

**324.**

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy,

implementation

[hir35's solution](#)

**325.**

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · PyPy 3 (first AC) · Tags: binary search, geometry, math, ternary search

[hir35's solution](#)

**326.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[hir35's solution](#)

**327.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: dp, math, number theory

[hir35's solution](#)

**328.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: data structures, implementation

[hir35's solution](#)

**329.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hir35's solution](#)

**330.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · PyPy 3 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[hir35's solution](#)

**331.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · PyPy 3 (first AC) · Tags: brute force, math

[hir35's solution](#)

**332.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math

[hir35's solution](#)

**333.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[hir35's solution](#)

**334.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[hir35's solution](#)

**335.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[hir35's solution](#)

**336.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[hir35's solution](#)

**337.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[hir35's solution](#)

**338.**

1575J

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

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

[hir35's solution](#)

**339.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hir35's solution](#)

**340.**

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[hir35's solution](#)

**341.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[hir35's solution](#)

**342.**

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hir35's solution](#)

**343.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hir35's solution](#)

**344.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[hir35's solution](#)

**345.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: greedy, two pointers

[hir35's solution](#)

**346.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · PyPy 3 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[hir35's solution](#)

**347.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: dp, greedy, strings, two pointers

[hir35's solution](#)

**348.**

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · PyPy 3 (first AC) · Tags: sortings

[hir35's solution](#)

**349.**

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[hir35's solution](#)

**350.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: binary search, dp, math, number theory

[hir35's solution](#)

**351.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: data structures, dp, hashing, number theory

[hir35's solution](#)

**352.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: greedy, sortings, two pointers

[hir35's solution](#)

**353.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, math

[hir35's solution](#)

**354.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-02-24 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[hir35's solution](#)

**355.**

1486B

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

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[hir35's solution](#)

**356.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation  
[hir35's solution](#)

**357.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: greedy, implementation, math  
[hir35's solution](#)

**358.**

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2020-09-06 · PyPy 3 (first AC) · Tags: implementation, strings  
[hir35's solution](#)

**359.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[hir35's solution](#)

**360.**

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: combinatorics, dp, graphs, math  
[hir35's solution](#)

**361.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-07-14 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation  
[hir35's solution](#)

**362.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[hir35's solution](#)

**363.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms  
[hir35's solution](#)

**364.**

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[hir35's solution](#)

**365.**

1366C

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

Quality: 14,262 global accepts · Rating: 1500 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: greedy, math  
[hir35's solution](#)

**366.**

1341C

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

Rating: 1500 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: greedy, implementation

[hir35's solution](#)

**367.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: combinatorics, math

[hir35's solution](#)

**368.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy

[hir35's solution](#)

**369.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[hir35's solution](#)

**370.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[hir35's solution](#)

**371.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: math, number theory

[hir35's solution](#)

**372.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[hir35's solution](#)

**373.**

1633D

[Make Them Equal](#) · [Tutorial](#)

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

[hir35's solution](#)

**374.**

1632C

[Strange Test](#) · [Tutorial](#)

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

[hir35's solution](#)

**375.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[hir35's solution](#)

**376.**

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[hir35's solution](#)

**377.**

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[hir35's solution](#)

**378.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hir35's solution](#)

**379.**

736A

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

Rating: 1600 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[hir35's solution](#)

**380.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu

[hir35's solution](#)

**381.**

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math

[hir35's solution](#)

**382.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[hir35's solution](#)

**383.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[hir35's solution](#)

**384.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[hir35's solution](#)

**385.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings

[hir35's solution](#)

**386.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[hir35's solution](#)

**387.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[hir35's solution](#)

**388.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[hir35's solution](#)

**389.**

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[hir35's solution](#)

**390.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[hir35's solution](#)

**391.**

1555D

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

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

[hir35's solution](#)

**392.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · PyPy 3 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[hir35's solution](#)

**393.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: math, number theory

[hir35's solution](#)

**394.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[hir35's solution](#)

**395.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[hir35's solution](#)

**396.**

1528A

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

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[hir35's solution](#)

**397.**

1527C

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

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-20 · PyPy 3 (first AC) · Tags: hashing, implementation, math

[hir35's solution](#)

**398.**

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · PyPy 3 (first AC) · Tags: binary search, interactive  
[hir35's solution](#)

**399.**

1511D

[Min Cost String · Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings  
[hir35's solution](#)

**400.**

1503A

[Balance the Bits · Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[hir35's solution](#)

**401.**

1486C1

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

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: binary search, interactive  
[hir35's solution](#)

**402.**

1481C

[Fence Painting · Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy  
[hir35's solution](#)

**403.**

512A

[Fox And Names · Tutorial](#)

Rating: 1600 · first AC: 2021-01-21 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[hir35's solution](#)

**404.**

1407C

[Chocolate Bunny · Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-09 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive, math, two pointers  
[hir35's solution](#)

**405.**

1321C

[Remove Adjacent · Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-07-14 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[hir35's solution](#)

**406.**

1371D

[Grid-00100 · Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation  
[hir35's solution](#)

**407.**

1358C

[Celex Update · Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: math  
[hir35's solution](#)

**408.**

1337C

[Linova and Kingdom · Tutorial](#)

Rating: 1600 · first AC: 2020-05-25 · PyPy 3 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[hir35's solution](#)

**409.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-22 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, sortings

[hir35's solution](#)

**410.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: math, number theory

[hir35's solution](#)

**411.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: math, sortings

[hir35's solution](#)

**412.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: math, number theory

[hir35's solution](#)

**413.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-04-05 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[hir35's solution](#)

**414.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: —

[hir35's solution](#)

**415.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1700 · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[hir35's solution](#)

**416.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[hir35's solution](#)

**417.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[hir35's solution](#)

**418.**

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hir35's solution](#)

**419.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[hir35's solution](#)

**420.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[hir35's solution](#)

**421.**

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[hir35's solution](#)

**422.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hir35's solution](#)

**423.**

759A

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

Rating: 1700 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[hir35's solution](#)

**424.**

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2021-09-14 · PyPy 3 (first AC) · Tags: constructive algorithms, dsu, math

[hir35's solution](#)

**425.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings

[hir35's solution](#)

**426.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[hir35's solution](#)

**427.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[hir35's solution](#)

**428.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2021-08-11 · PyPy 3 (first AC) · Tags: binary search, implementation, math

[hir35's solution](#)

**429.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[hir35's solution](#)

**430.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: data structures, implementation, math  
[hir35's solution](#)

**431.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · PyPy 3 (first AC) · Tags: constructive algorithms, games, interactive  
[hir35's solution](#)

**432.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[hir35's solution](#)

**433.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · PyPy 3 (first AC) · Tags: binary search, interactive, ternary search  
[hir35's solution](#)

**434.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · PyPy 3 (first AC) · Tags: implementation, math, sortings  
[hir35's solution](#)

**435.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs  
[hir35's solution](#)

**436.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation  
[hir35's solution](#)

**437.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: brute force, greedy, math  
[hir35's solution](#)

**438.**

1381A2

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

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers  
[hir35's solution](#)

**439.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math  
[hir35's solution](#)

**440.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: binary search, math

[hir35's solution](#)

**441.**

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hir35's solution](#)

**442.**

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-20 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[hir35's solution](#)

**443.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1700 · first AC: 2019-09-21 · Python 3 (first AC) · Tags: geometry, math

[hir35's solution](#)

**444.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[hir35's solution](#)

**445.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[hir35's solution](#)

**446.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[hir35's solution](#)

**447.**

1575D

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

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

[hir35's solution](#)

**448.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

[hir35's solution](#)

**449.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hir35's solution](#)

**450.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hir35's solution](#)

**451.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[hir35's solution](#)

**452.**

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[hir35's solution](#)

**453.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[hir35's solution](#)

**454.**

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[hir35's solution](#)

**455.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2021-08-01 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[hir35's solution](#)

**456.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 1800 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: binary search, implementation

[hir35's solution](#)

**457.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · PyPy 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[hir35's solution](#)

**458.**

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[hir35's solution](#)

**459.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[hir35's solution](#)

**460.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · PyPy 3 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[hir35's solution](#)

**461.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-02-28 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[hir35's solution](#)

**462.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory  
[hir35's solution](#)

**463.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · PyPy 3 (first AC) · Tags: dp, strings  
[hir35's solution](#)

**464.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · PyPy 3 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation  
[hir35's solution](#)

**465.**

1442A

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

Quality: 9,722 global accepts · Rating: 1800 · first AC: 2020-11-02 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy  
[hir35's solution](#)

**466.**

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · PyPy 3 (first AC) · Tags: dp, greedy, sortings, two pointers  
[hir35's solution](#)

**467.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: dp  
[hir35's solution](#)

**468.**

1367D

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

Quality: 8,817 global accepts · Rating: 1800 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[hir35's solution](#)

**469.**

1339D

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

Rating: 1800 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees  
[hir35's solution](#)

**470.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees  
[hir35's solution](#)

**471.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[hir35's solution](#)

**472.**

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[hir35's solution](#)

**473.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[hir35's solution](#)

**474.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory

[hir35's solution](#)

**475.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[hir35's solution](#)

**476.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[hir35's solution](#)

**477.**

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hir35's solution](#)

**478.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[hir35's solution](#)

**479.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[hir35's solution](#)

**480.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[hir35's solution](#)

**481.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[hir35's solution](#)

**482.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[hir35's solution](#)

**483.**

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · PyPy 3 (first AC) · Tags: combinatorics, math

[hir35's solution](#)

**484.**

1527B2

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

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2021-05-20 · PyPy 3 (first AC) · Tags: constructive algorithms, games

[hir35's solution](#)

**485.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[hir35's solution](#)

**486.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-04 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[hir35's solution](#)

**487.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hir35's solution](#)

**488.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: binary search, interactive

[hir35's solution](#)

**489.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[hir35's solution](#)

**490.**

1478E

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

Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hir35's solution](#)

**491.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two

pointers

[hir35's solution](#)

**492.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[hir35's solution](#)

**493.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[hir35's solution](#)

**494.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[hir35's solution](#)

**495.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[hir35's solution](#)

**496.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[hir35's solution](#)

**497.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, sortings

[hir35's solution](#)

**498.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[hir35's solution](#)

**499.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[hir35's solution](#)

**500.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[hir35's solution](#)

**501.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[hir35's solution](#)

**502.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[hir35's solution](#)

**503.**

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[hir35's solution](#)

**504.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[hir35's solution](#)

**505.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[hir35's solution](#)

**506.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: math

[hir35's solution](#)

**507.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hir35's solution](#)

**508.**

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[hir35's solution](#)

**509.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[hir35's solution](#)

**510.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[hir35's solution](#)

**511.**

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[hir35's solution](#)

**512.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive  
[hir35's solution](#)

**513.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation  
[hir35's solution](#)

**514.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation  
[hir35's solution](#)

**515.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[hir35's solution](#)

**516.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, two pointers  
[hir35's solution](#)

**517.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: combinatorics, math, number theory  
[hir35's solution](#)

**518.**

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · PyPy 3 (first AC) · Tags: binary search, brute force, geometry, math  
[hir35's solution](#)

**519.**

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[hir35's solution](#)

**520.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math  
[hir35's solution](#)

**521.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[hir35's solution](#)

**522.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs

and similar, games, greedy, implementation, trees

[hir35's solution](#)

**523.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[hir35's solution](#)

**524.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[hir35's solution](#)

**525.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[hir35's solution](#)

**526.**

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · PyPy 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[hir35's solution](#)

**527.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[hir35's solution](#)

**528.**

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[hir35's solution](#)

**529.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hir35's solution](#)

**530.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[hir35's solution](#)

**531.**

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: dp

[hir35's solution](#)

**532.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: brute force, combinatorics, constructive algorithms,

dfs and similar, dsu, graphs, math

[hir35's solution](#)

**533.**

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: combinatorics, dp, greedy, math

[hir35's solution](#)

**534.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[hir35's solution](#)

**535.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,624 global accepts · Rating: 2100 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[hir35's solution](#)

**536.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-17 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs

[hir35's solution](#)

**537.**

1355E

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

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[hir35's solution](#)

**538.**

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[hir35's solution](#)

**539.**

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[hir35's solution](#)

**540.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hir35's solution](#)

**541.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hir35's solution](#)

**542.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hir35's solution](#)

**543.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[hir35's solution](#)

**544.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[hir35's solution](#)

**545.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[hir35's solution](#)

**546.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[hir35's solution](#)

**547.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[hir35's solution](#)

**548.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[hir35's solution](#)

**549.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[hir35's solution](#)

**550.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[hir35's solution](#)

**551.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2022-02-15 · PyPy 3-64 (first AC) · Tags: dp, sortings

[hir35's solution](#)

**552.**

1628C

[Grid XOR](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[hir35's solution](#)

**553.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[hir35's solution](#)

**554.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[hir35's solution](#)

**555.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[hir35's solution](#)

**556.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hir35's solution](#)

**557.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[hir35's solution](#)

**558.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs

[hir35's solution](#)

**559.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: combinatorics, fft, math

[hir35's solution](#)

**560.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[hir35's solution](#)

**561.**

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[hir35's solution](#)

**562.**

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-08-01 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[hir35's solution](#)

**563.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · PyPy 3 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[hir35's solution](#)

**564.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hir35's solution](#)

**565.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[hir35's solution](#)

**566.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-05-02 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[hir35's solution](#)

**567.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[hir35's solution](#)

**568.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[hir35's solution](#)

**569.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: \*special, implementation

[hir35's solution](#)

**570.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: \*special, math, number theory

[hir35's solution](#)

**571.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: \*special

[hir35's solution](#)

**572.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-07 · PyPy 3 (first AC) · Tags: \*special, implementation

[hir35's solution](#)