

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

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# Unique solved — hjk1030

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

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

Filters: none

Count: 1,334

1.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hjk1030's solution](#)

2.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hjk1030's solution](#)

3.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[hjk1030's solution](#)

4.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

5.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[hjk1030's solution](#)

6.

750A

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

Quality: 92,554 global accepts · Rating: 800 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[hjk1030's solution](#)

7.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

8.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hjk1030's solution](#)

9.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,204 global accepts · Rating: 800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hjk1030's solution](#)

**10.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,707 global accepts · Rating: 800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings  
[hjk1030's solution](#)

**11.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[hjk1030's solution](#)

**12.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[hjk1030's solution](#)

**13.**

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation  
[hjk1030's solution](#)

**14.**

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: math  
[hjk1030's solution](#)

**15.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: graphs  
[hjk1030's solution](#)

**16.**

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[hjk1030's solution](#)

**17.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,445 global accepts · Rating: 800 · first AC: 2017-10-08 · GNU C++11 (first AC) · Tags: \*special, implementation  
[hjk1030's solution](#)

**18.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,764 global accepts · Rating: 800 · first AC: 2017-10-06 · GNU C (first AC) · Tags: brute force, math  
[hjk1030's solution](#)

**19.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[hjk1030's solution](#)

**20.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[hjk1030's solution](#)

**21.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[hjk1030's solution](#)

**22.**

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[hjk1030's solution](#)

**23.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[hjk1030's solution](#)

**24.**

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[hjk1030's solution](#)

**25.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[hjk1030's solution](#)

**26.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math  
[hjk1030's solution](#)

**27.**

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
[hjk1030's solution](#)

**28.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation  
[hjk1030's solution](#)

**29.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,183 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[hjk1030's solution](#)

**30.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[hjk1030's solution](#)

**31.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**32.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math

[hjk1030's solution](#)

**33.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hjk1030's solution](#)

**34.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hjk1030's solution](#)

**35.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: implementation

[hjk1030's solution](#)

**36.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math

[hjk1030's solution](#)

**37.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

**38.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hjk1030's solution](#)

**39.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hjk1030's solution](#)

**40.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**41.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hjk1030's solution](#)

**42.**

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

[hjk1030's solution](#)

**43.**

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hjk1030's solution](#)

**44.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hjk1030's solution](#)

**45.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hjk1030's solution](#)

**46.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hjk1030's solution](#)

**47.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hjk1030's solution](#)

**48.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[hjk1030's solution](#)

**49.**

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hjk1030's solution](#)

**50.**

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[hjk1030's solution](#)

**51.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hjk1030's solution](#)

**52.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hjk1030's solution](#)

**53.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy

[hjk1030's solution](#)

**54.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[hjk1030's solution](#)

**55.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[hjk1030's solution](#)

**56.**

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[hjk1030's solution](#)

**57.**

1216D

[Swords](#) · [Tutorial](#)

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

[hjk1030's solution](#)

**58.**

889A

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

Rating: 1300 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[hjk1030's solution](#)

**59.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hjk1030's solution](#)

**60.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**61.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[hjk1030's solution](#)

**62.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[hjk1030's solution](#)

**63.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**64.**

871A

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

Rating: 1300 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[hjk1030's solution](#)

**65.**

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[hjk1030's solution](#)

**66.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hjk1030's solution](#)

**67.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: implementation

[hjk1030's solution](#)

**68.**

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hjk1030's solution](#)

**69.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[hjk1030's solution](#)

**70.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[hjk1030's solution](#)

**71.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hjk1030's solution](#)

**72.**

1215B

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

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[hjk1030's solution](#)

**73.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[hjk1030's solution](#)

**74.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hjk1030's solution](#)

**75.**

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 1400 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[hjk1030's solution](#)

**76.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[hjk1030's solution](#)

**77.**

868B

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

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**78.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[hjk1030's solution](#)

**79.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hjk1030's solution](#)

**80.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[hjk1030's solution](#)

**81.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,589 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[hjk1030's solution](#)

**82.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[hjk1030's solution](#)

**83.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2019-06-05 · last AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[hjk1030's solution](#)

**84.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[hjk1030's solution](#)

**85.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[hjk1030's solution](#)

**86.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hjk1030's solution](#)

**87.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[hjk1030's solution](#)

**88.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[hjk1030's solution](#)

**89.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[hjk1030's solution](#)

**90.**

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[hjk1030's solution](#)

**91.**

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[hjk1030's solution](#)

**92.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hjk1030's solution](#)

**93.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hjk1030's solution](#)

**94.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hjk1030's solution](#)

**95.**

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[hjk1030's solution](#)

**96.**

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[hjk1030's solution](#)

**97.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[hjk1030's solution](#)

**98.**

1106D

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

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[hjk1030's solution](#)

**99.**

1106B

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

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

[hjk1030's solution](#)

**100.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: implementation, math

[hjk1030's solution](#)

**101.**

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: math

[hjk1030's solution](#)

**102.**

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[hjk1030's solution](#)

**103.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[hjk1030's solution](#)

**104.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hjk1030's solution](#)

**105.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[hjk1030's solution](#)

**106.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: trees

[hjk1030's solution](#)

**107.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[hjk1030's solution](#)

**108.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[hjk1030's solution](#)

**109.**

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[hjk1030's solution](#)

**110.**

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**111.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[hjk1030's solution](#)

**112.**

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[hjk1030's solution](#)

**113.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[hjk1030's solution](#)

**114.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[hjk1030's solution](#)

**115.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

[hjk1030's solution](#)

## 116.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[hjk1030's solution](#)

## 117.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hjk1030's solution](#)

## 118.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[hjk1030's solution](#)

## 119.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[hjk1030's solution](#)

## 120.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[hjk1030's solution](#)

## 121.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[hjk1030's solution](#)

## 122.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: dp

[hjk1030's solution](#)

## 123.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[hjk1030's solution](#)

## 124.

939C

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

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, two pointers

[hjk1030's solution](#)

## 125.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[hjk1030's solution](#)

**126.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[hjk1030's solution](#)

**127.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[hjk1030's solution](#)

**128.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[hjk1030's solution](#)

**129.**

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[hjk1030's solution](#)

**130.**

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hjk1030's solution](#)

**131.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[hjk1030's solution](#)

**132.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hjk1030's solution](#)

**133.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**134.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[hjk1030's solution](#)

**135.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[hjk1030's solution](#)

**136.**

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[hjk1030's solution](#)

**137.**

738C

[Road to Cinema](#) · [Tutorial](#)

Quality: 1700 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[hjk1030's solution](#)

**138.**

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[hjk1030's solution](#)

**139.**

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**140.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hjk1030's solution](#)

**141.**

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings

[hjk1030's solution](#)

**142.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[hjk1030's solution](#)

**143.**

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hjk1030's solution](#)

**144.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[hjk1030's solution](#)

**145.**

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math

[hjk1030's solution](#)

**146.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[hjk1030's solution](#)

**147.**

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, sortings

[hjk1030's solution](#)

**148.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2019-03-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[hjk1030's solution](#)

**149.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

[hjk1030's solution](#)

**150.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[hjk1030's solution](#)

**151.**

1290B

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

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[hjk1030's solution](#)

**152.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[hjk1030's solution](#)

**153.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[hjk1030's solution](#)

**154.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[hjk1030's solution](#)

**155.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**156.**

1191D

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

Rating: 1800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[hjk1030's solution](#)

**157.**

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[hjk1030's solution](#)

**158.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hjk1030's solution](#)

**159.**

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[hjk1030's solution](#)

**160.**

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, greedy

[hjk1030's solution](#)

**161.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hjk1030's solution](#)

**162.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[hjk1030's solution](#)

**163.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[hjk1030's solution](#)

**164.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[hjk1030's solution](#)

**165.**

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[hjk1030's solution](#)

**166.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[hjk1030's solution](#)

**167.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[hjk1030's solution](#)

**168.**

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

**169.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hjk1030's solution](#)

**170.**

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: \*special, implementation

[hjk1030's solution](#)

**171.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[hjk1030's solution](#)

**172.**

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[hjk1030's solution](#)

**173.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[hjk1030's solution](#)

**174.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[hjk1030's solution](#)

**175.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[hjk1030's solution](#)

**176.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[hjk1030's solution](#)

**177.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[hjk1030's solution](#)

**178.**

1228D

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

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[hjk1030's solution](#)

**179.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[hjk1030's solution](#)

**180.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[hjk1030's solution](#)

**181.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[hjk1030's solution](#)

**182.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**183.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[hjk1030's solution](#)

**184.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[hjk1030's solution](#)

**185.**

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hjk1030's solution](#)

**186.**

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[hjk1030's solution](#)

**187.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hjk1030's solution](#)

**188.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[hjk1030's solution](#)

**189.**

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[hjk1030's solution](#)

**190.**

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: \*special, implementation

[hjk1030's solution](#)

**191.**

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[hjk1030's solution](#)

**192.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[hjk1030's solution](#)

**193.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: dp

[hjk1030's solution](#)

**194.**

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[hjk1030's solution](#)

**195.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[hjk1030's solution](#)

**196.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2019-03-17 · GNU C++11 (first AC) · Tags: dp

[hjk1030's solution](#)

**197.**

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: \*special

[hjk1030's solution](#)

**198.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[hjk1030's solution](#)

**199.**

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[hjk1030's solution](#)

**200.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**201.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**202.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hjk1030's solution](#)

**203.**

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, strings

[hjk1030's solution](#)

**204.**

1191F

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

Rating: 2000 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[hjk1030's solution](#)

**205.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy

[hjk1030's solution](#)

**206.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[hjk1030's solution](#)

**207.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[hjk1030's solution](#)

**208.**

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, interactive

[hjk1030's solution](#)

**209.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[hjk1030's solution](#)

**210.**

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities  
[hjk1030's solution](#)

**211.**

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[hjk1030's solution](#)

**212.**

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: \*special  
[hjk1030's solution](#)

**213.**

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, implementation  
[hjk1030's solution](#)

**214.**

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**215.**

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games  
[hjk1030's solution](#)

**216.**

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[hjk1030's solution](#)

**217.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory  
[hjk1030's solution](#)

**218.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings  
[hjk1030's solution](#)

**219.**

45H

[Road Problem](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2100 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[hjk1030's solution](#)

**220.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[hjk1030's solution](#)

## 221.

215E

[Periodical Numbers](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2100 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[hjk1030's solution](#)

## 222.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hjk1030's solution](#)

## 223.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hjk1030's solution](#)

## 224.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hjk1030's solution](#)

## 225.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[hjk1030's solution](#)

## 226.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[hjk1030's solution](#)

## 227.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[hjk1030's solution](#)

## 228.

764D

[Timofey and rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

## 229.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[hjk1030's solution](#)

## 230.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[hjk1030's solution](#)

**231.**

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[hjk1030's solution](#)

**232.**

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[hjk1030's solution](#)

**233.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[hjk1030's solution](#)

**234.**

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[hjk1030's solution](#)

**235.**

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hjk1030's solution](#)

**236.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[hjk1030's solution](#)

**237.**

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**238.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[hjk1030's solution](#)

**239.**

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[hjk1030's solution](#)

**240.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[hjk1030's solution](#)

**241.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees  
[hjk1030's solution](#)

**242.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: math, number theory  
[hjk1030's solution](#)

**243.**

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers  
[hjk1030's solution](#)

**244.**

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees  
[hjk1030's solution](#)

**245.**

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[hjk1030's solution](#)

**246.**

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dp  
[hjk1030's solution](#)

**247.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[hjk1030's solution](#)

**248.**

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[hjk1030's solution](#)

**249.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[hjk1030's solution](#)

**250.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[hjk1030's solution](#)

**251.**

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

**252.**

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[hjk1030's solution](#)

**253.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[hjk1030's solution](#)

**254.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[hjk1030's solution](#)

**255.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[hjk1030's solution](#)

**256.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hjk1030's solution](#)

**257.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[hjk1030's solution](#)

**258.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hjk1030's solution](#)

**259.**

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hjk1030's solution](#)

**260.**

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[hjk1030's solution](#)

**261.**

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[hjk1030's solution](#)

**262.**

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special, geometry

[hjk1030's solution](#)

**263.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[hjk1030's solution](#)

**264.**

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hjk1030's solution](#)

**265.**

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, greedy

[hjk1030's solution](#)

**266.**

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hjk1030's solution](#)

**267.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[hjk1030's solution](#)

**268.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hjk1030's solution](#)

**269.**

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hjk1030's solution](#)

**270.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hjk1030's solution](#)

**271.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hjk1030's solution](#)

**272.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · last AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[hjk1030's solution](#)

**273.**

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[hjk1030's solution](#)

**274.**

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[hjk1030's solution](#)

**275.**

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[hjk1030's solution](#)

**276.**

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[hjk1030's solution](#)

**277.**

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**278.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[hjk1030's solution](#)

**279.**

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[hjk1030's solution](#)

**280.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[hjk1030's solution](#)

**281.**

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[hjk1030's solution](#)

**282.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[hjk1030's solution](#)

**283.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

trees

[hjk1030's solution](#)

**284.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[hjk1030's solution](#)

**285.**

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hjk1030's solution](#)

**286.**

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[hjk1030's solution](#)

**287.**

804C

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[hjk1030's solution](#)

**288.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[hjk1030's solution](#)

**289.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[hjk1030's solution](#)

**290.**

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[hjk1030's solution](#)

**291.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: dp, games

[hjk1030's solution](#)

**292.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[hjk1030's solution](#)

**293.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: dp

[hjk1030's solution](#)

**294.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[hjk1030's solution](#)

**295.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[hjk1030's solution](#)

**296.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[hjk1030's solution](#)

**297.**

668F

[Little Artem and Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**298.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2019-07-14 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: flows

[hjk1030's solution](#)

**299.**

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hjk1030's solution](#)

**300.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[hjk1030's solution](#)

**301.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[hjk1030's solution](#)

**302.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[hjk1030's solution](#)

**303.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[hjk1030's solution](#)

**304.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: flows

[hjk1030's solution](#)

**305.**

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, two pointers

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**306.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[hjk1030's solution](#)

**307.**

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[hjk1030's solution](#)

**308.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

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**309.**

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**310.**

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft

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**311.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

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**312.**

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[hjk1030's solution](#)

**313.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[hjk1030's solution](#)

**314.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
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### 315.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths  
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### 316.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, implementation  
[hjk1030's solution](#)

### 317.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[hjk1030's solution](#)

### 318.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs  
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### 319.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation  
[hjk1030's solution](#)

### 320.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[hjk1030's solution](#)

### 321.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[hjk1030's solution](#)

### 322.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[hjk1030's solution](#)

### 323.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers  
[hjk1030's solution](#)

### 324.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**325.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**326.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hjk1030's solution](#)

**327.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hjk1030's solution](#)

**328.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

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**329.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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**330.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[hjk1030's solution](#)

**331.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[hjk1030's solution](#)

**332.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[hjk1030's solution](#)

**333.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

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**334.**

306D

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Quality: 327 global accepts · Rating: 2300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[hjk1030's solution](#)

**335.**

883C

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Quality: 663 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[hjk1030's solution](#)

**336.**

727E

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**337.**

878B

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**338.**

871C

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**339.**

852I

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Quality: 737 global accepts · Rating: 2300 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees  
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**340.**

856B

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Quality: 619 global accepts · Rating: 2300 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings, trees  
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**341.**

830C

[Bamboo Partition · Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers  
[hjk1030's solution](#)

**342.**

727F

[Polycarp's problems · Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
[hjk1030's solution](#)

**343.**

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities  
[hjk1030's solution](#)

**344.**

772C

[Vulnerable Kerbals · Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory  
[hjk1030's solution](#)

**345.**

723F

[st-Spanning Tree · Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation  
[hjk1030's solution](#)

**346.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[hjk1030's solution](#)

**347.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory  
[hjk1030's solution](#)

**348.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive  
[hjk1030's solution](#)

**349.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
[hjk1030's solution](#)

**350.**

409I

[Feed the Golorp](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2400 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**351.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
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**352.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
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**353.**

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle  
[hjk1030's solution](#)

**354.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[hjk1030's solution](#)

**355.**

119E

[Alternative Reality](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2400 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[hjk1030's solution](#)

**356.**

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees  
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**357.**

1286C1

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Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[hjk1030's solution](#)

**358.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**359.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math  
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**360.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures  
[hjk1030's solution](#)

**361.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing  
[hjk1030's solution](#)

**362.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[hjk1030's solution](#)

**363.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities  
[hjk1030's solution](#)

**364.**

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[hjk1030's solution](#)

**365.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
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**366.**

329C

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Quality: 1,010 global accepts · Rating: 2400 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**367.**

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[hjk1030's solution](#)

**368.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**369.**

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**370.**

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[hjk1030's solution](#)

**371.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hjk1030's solution](#)

**372.**

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[hjk1030's solution](#)

**373.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**374.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[hjk1030's solution](#)

**375.**

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

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**376.**

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

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**377.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[hjk1030's solution](#)

**378.**

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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**379.**

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

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**380.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

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**381.**

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[hjk1030's solution](#)

**382.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[hjk1030's solution](#)

**383.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[hjk1030's solution](#)

**384.**

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[hjk1030's solution](#)

**385.**

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[hjk1030's solution](#)

**386.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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**387.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[hjk1030's solution](#)

**388.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hjk1030's solution](#)

**389.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[hjk1030's solution](#)

**390.**

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[hjk1030's solution](#)

**391.**

581F

[Zubicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[hjk1030's solution](#)

**392.**

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hjk1030's solution](#)

**393.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[hjk1030's solution](#)

**394.**

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

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**395.**

1005E2

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Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[hjk1030's solution](#)

**396.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[hjk1030's solution](#)

**397.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

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**398.**

1144G

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Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hjk1030's solution](#)

**399.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[hjk1030's solution](#)

**400.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[hjk1030's solution](#)

**401.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[hjk1030's solution](#)

**402.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[hjk1030's solution](#)

**403.**

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[hjk1030's solution](#)

**404.**

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**405.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hjk1030's solution](#)

**406.**

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[hjk1030's solution](#)

**407.**

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[hjk1030's solution](#)

**408.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hjk1030's solution](#)

**409.**

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[hjk1030's solution](#)

**410.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hjk1030's solution](#)

**411.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hjk1030's solution](#)

**412.**

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[hjk1030's solution](#)

**413.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[hjk1030's solution](#)

**414.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[hjk1030's solution](#)

**415.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing

[hjk1030's solution](#)

**416.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[hjk1030's solution](#)

**417.**

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: greedy

[hjk1030's solution](#)

**418.**

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[hjk1030's solution](#)

**419.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: data structures, dp

[hjk1030's solution](#)

**420.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hjk1030's solution](#)

**421.**

1090G

[Combostone](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2500 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation

[hjk1030's solution](#)

**422.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[hjk1030's solution](#)

**423.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[hjk1030's solution](#)

**424.**

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, strings

[hjk1030's solution](#)

**425.**

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[hjk1030's solution](#)

**426.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hjk1030's solution](#)

**427.**

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hjk1030's solution](#)

**428.**

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 264 global accepts · Rating: 2500 · first AC: 2019-07-13 · last AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**429.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[hjk1030's solution](#)

**430.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2019-07-13 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[hjk1030's solution](#)

**431.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math,

sortings

[hjk1030's solution](#)

**432.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[hjk1030's solution](#)

**433.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[hjk1030's solution](#)

**434.**

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hjk1030's solution](#)

**435.**

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[hjk1030's solution](#)

**436.**

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hjk1030's solution](#)

**437.**

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation

[hjk1030's solution](#)

**438.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[hjk1030's solution](#)

**439.**

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

**440.**

39I

[Tram](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2500 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**441.**

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**442.**

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hjk1030's solution](#)

**443.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[hjk1030's solution](#)

**444.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[hjk1030's solution](#)

**445.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[hjk1030's solution](#)

**446.**

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms

[hjk1030's solution](#)

**447.**

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[hjk1030's solution](#)

**448.**

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[hjk1030's solution](#)

**449.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[hjk1030's solution](#)

**450.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[hjk1030's solution](#)

**451.**

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities

[hjk1030's solution](#)

**452.**

1085F

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

Quality: 710 global accepts · Rating: 2500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**453.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[hjk1030's solution](#)

**454.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hjk1030's solution](#)

**455.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[hjk1030's solution](#)

**456.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[hjk1030's solution](#)

**457.**

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hjk1030's solution](#)

**458.**

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[hjk1030's solution](#)

**459.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hjk1030's solution](#)

**460.**

1239B

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

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hjk1030's solution](#)

**461.**

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**462.**

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[hjk1030's solution](#)

**463.**

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[hjk1030's solution](#)

**464.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[hjk1030's solution](#)

**465.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings  
[hjk1030's solution](#)

**466.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**467.**

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[hjk1030's solution](#)

**468.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs  
[hjk1030's solution](#)

**469.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry  
[hjk1030's solution](#)

**470.**

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[hjk1030's solution](#)

**471.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[hjk1030's solution](#)

**472.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths  
[hjk1030's solution](#)

**473.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hjk1030's solution](#)

**474.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[hjk1030's solution](#)

**475.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[hjk1030's solution](#)

**476.**

437E

[The Child and Polygon](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[hjk1030's solution](#)

**477.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[hjk1030's solution](#)

**478.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[hjk1030's solution](#)

**479.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**480.**

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[hjk1030's solution](#)

**481.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[hjk1030's solution](#)

**482.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hjk1030's solution](#)

**483.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**484.**

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[hjk1030's solution](#)

**485.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[hjk1030's solution](#)

**486.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees  
[hjk1030's solution](#)

**487.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[hjk1030's solution](#)

**488.**

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs  
[hjk1030's solution](#)

**489.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[hjk1030's solution](#)

**490.**

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[hjk1030's solution](#)

**491.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[hjk1030's solution](#)

**492.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings  
[hjk1030's solution](#)

**493.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees  
[hjk1030's solution](#)

**494.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[hjk1030's solution](#)

**495.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[hjk1030's solution](#)

**496.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[hjk1030's solution](#)

**497.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**498.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[hjk1030's solution](#)

**499.**

738F

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[hjk1030's solution](#)

**500.**

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[hjk1030's solution](#)

**501.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[hjk1030's solution](#)

**502.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[hjk1030's solution](#)

**503.**

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[hjk1030's solution](#)

**504.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures, probabilities

[hjk1030's solution](#)

**505.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[hjk1030's solution](#)

**506.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[hjk1030's solution](#)

**507.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees  
[hjk1030's solution](#)

**508.**

778C

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

Quality: 983 global accepts · Rating: 2500 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees  
[hjk1030's solution](#)

**509.**

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math  
[hjk1030's solution](#)

**510.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: dp, number theory  
[hjk1030's solution](#)

**511.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees  
[hjk1030's solution](#)

**512.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2019-11-18 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[hjk1030's solution](#)

**513.**

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2020-01-22 · last AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[hjk1030's solution](#)

**514.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math  
[hjk1030's solution](#)

**515.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2019-11-18 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[hjk1030's solution](#)

**516.**

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[hjk1030's solution](#)

**517.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[hjk1030's solution](#)

**518.**

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2019-06-12 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[hjk1030's solution](#)

**519.**

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**520.**

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[hjk1030's solution](#)

**521.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[hjk1030's solution](#)

**522.**

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[hjk1030's solution](#)

**523.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2019-06-06 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[hjk1030's solution](#)

**524.**

535E

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

Quality: 864 global accepts · Rating: 2600 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hjk1030's solution](#)

**525.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hjk1030's solution](#)

**526.**

1089I

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

Quality: 459 global accepts · Rating: 2600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[hjk1030's solution](#)

**527.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**528.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[hjk1030's solution](#)

**529.**

1063D

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

Quality: 472 global accepts · Rating: 2600 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hjk1030's solution](#)

**530.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**531.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hjk1030's solution](#)

**532.**

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, shortest paths

[hjk1030's solution](#)

**533.**

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hjk1030's solution](#)

**534.**

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[hjk1030's solution](#)

**535.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2019-07-12 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[hjk1030's solution](#)

**536.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[hjk1030's solution](#)

**537.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hjk1030's solution](#)

**538.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[hjk1030's solution](#)

**539.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[hjk1030's solution](#)

**540.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[hjk1030's solution](#)

**541.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[hjk1030's solution](#)

**542.**

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**543.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**544.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[hjk1030's solution](#)

**545.**

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[hjk1030's solution](#)

**546.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[hjk1030's solution](#)

**547.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[hjk1030's solution](#)

**548.**

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[hjk1030's solution](#)

**549.**

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, expression parsing  
[hjk1030's solution](#)

**550.**

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[hjk1030's solution](#)

**551.**

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry  
[hjk1030's solution](#)

**552.**

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[hjk1030's solution](#)

**553.**

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, shortest paths  
[hjk1030's solution](#)

**554.**

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs  
[hjk1030's solution](#)

**555.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[hjk1030's solution](#)

**556.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**557.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

hashing

[hjk1030's solution](#)

**558.**

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

**559.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[hjk1030's solution](#)

**560.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[hjk1030's solution](#)

**561.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[hjk1030's solution](#)

**562.**

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hjk1030's solution](#)

**563.**

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[hjk1030's solution](#)

**564.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[hjk1030's solution](#)

**565.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[hjk1030's solution](#)

**566.**

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[hjk1030's solution](#)

**567.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**568.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[hjk1030's solution](#)

**569.**

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, geometry, implementation  
[hjk1030's solution](#)

**570.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[hjk1030's solution](#)

**571.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, games  
[hjk1030's solution](#)

**572.**

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**573.**

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[hjk1030's solution](#)

**574.**

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[hjk1030's solution](#)

**575.**

958F3

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

Quality: 922 global accepts · Rating: 2600 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: fft  
[hjk1030's solution](#)

**576.**

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: games  
[hjk1030's solution](#)

**577.**

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[hjk1030's solution](#)

**578.**

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[hjk1030's solution](#)

**579.**

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[hjk1030's solution](#)

**580.**

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy

[hjk1030's solution](#)

**581.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hjk1030's solution](#)

**582.**

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[hjk1030's solution](#)

**583.**

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[hjk1030's solution](#)

**584.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[hjk1030's solution](#)

**585.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hjk1030's solution](#)

**586.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[hjk1030's solution](#)

**587.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[hjk1030's solution](#)

**588.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hjk1030's solution](#)

**589.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[hjk1030's solution](#)

**590.**

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[hjk1030's solution](#)

**591.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[hjk1030's solution](#)

**592.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[hjk1030's solution](#)

**593.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[hjk1030's solution](#)

**594.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**595.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[hjk1030's solution](#)

**596.**

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[hjk1030's solution](#)

**597.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[hjk1030's solution](#)

**598.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[hjk1030's solution](#)

**599.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[hjk1030's solution](#)

**600.**

1023F

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

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[hjk1030's solution](#)

**601.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees  
[hjk1030's solution](#)

**602.**

1091F

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

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[hjk1030's solution](#)

**603.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[hjk1030's solution](#)

**604.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy  
[hjk1030's solution](#)

**605.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[hjk1030's solution](#)

**606.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[hjk1030's solution](#)

**607.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[hjk1030's solution](#)

**608.**

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[hjk1030's solution](#)

**609.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[hjk1030's solution](#)

**610.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy

[hjk1030's solution](#)

**611.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[hjk1030's solution](#)

**612.**

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[hjk1030's solution](#)

**613.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hjk1030's solution](#)

**614.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[hjk1030's solution](#)

**615.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[hjk1030's solution](#)

**616.**

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[hjk1030's solution](#)

**617.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hjk1030's solution](#)

**618.**

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**619.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**620.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[hjk1030's solution](#)

**621.**

764E

[Timofey and remodeling](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**622.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[hjk1030's solution](#)

**623.**

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[hjk1030's solution](#)

**624.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**625.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[hjk1030's solution](#)

**626.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[hjk1030's solution](#)

**627.**

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation

[hjk1030's solution](#)

**628.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[hjk1030's solution](#)

**629.**

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hjk1030's solution](#)

**630.**

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hjk1030's solution](#)

**631.**

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, hashing, implementation

[hjk1030's solution](#)

**632.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[hjk1030's solution](#)

**633.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[hjk1030's solution](#)

**634.**

690F2

[Tree of Life \(medium\) · Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, trees

[hjk1030's solution](#)

**635.**

958D2

[Hyperspace Jump \(hard\) · Tutorial](#)

Quality: 120 global accepts · Rating: 2700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**636.**

1194G

[Another Meme Problem · Tutorial](#)

Quality: 331 global accepts · Rating: 2700 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**637.**

1034C

[Region Separation · Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[hjk1030's solution](#)

**638.**

1140G

[Double Tree · Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[hjk1030's solution](#)

**639.**

1182F

[Maximum Sine · Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[hjk1030's solution](#)

**640.**

989E

[A Trance of Nightfall · Tutorial](#)

Quality: 280 global accepts · Rating: 2700 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, matrices, probabilities

[hjk1030's solution](#)

**641.**

1131G

[Most Dangerous Shark · Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[hjk1030's solution](#)

**642.**

958E3

[Guard Duty \(hard\) · Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

**643.**

982F

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

Quality: 223 global accepts · Rating: 2700 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[hjk1030's solution](#)

**644.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory  
[hjk1030's solution](#)

**645.**

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2020-01-22 · last AC: 2020-01-22 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers  
[hjk1030's solution](#)

**646.**

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graph matchings  
[hjk1030's solution](#)

**647.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees  
[hjk1030's solution](#)

**648.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees  
[hjk1030's solution](#)

**649.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2020-01-12 · last AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[hjk1030's solution](#)

**650.**

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy  
[hjk1030's solution](#)

**651.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: flows  
[hjk1030's solution](#)

**652.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[hjk1030's solution](#)

**653.**

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[hjk1030's solution](#)

**654.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices  
[hjk1030's solution](#)

**655.**

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[hjk1030's solution](#)

**656.**

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities  
[hjk1030's solution](#)

**657.**

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[hjk1030's solution](#)

**658.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[hjk1030's solution](#)

**659.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[hjk1030's solution](#)

**660.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry  
[hjk1030's solution](#)

**661.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings  
[hjk1030's solution](#)

**662.**

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**663.**

1184B3

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

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths  
[hjk1030's solution](#)

**664.**

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, two pointers

[hjk1030's solution](#)

**665.**

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hjk1030's solution](#)

**666.**

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**667.**

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[hjk1030's solution](#)

**668.**

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**669.**

778D

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

Quality: 589 global accepts · Rating: 2700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**670.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[hjk1030's solution](#)

**671.**

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hjk1030's solution](#)

**672.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[hjk1030's solution](#)

**673.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[hjk1030's solution](#)

**674.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[hjk1030's solution](#)

**675.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[hjk1030's solution](#)

**676.**

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[hjk1030's solution](#)

**677.**

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[hjk1030's solution](#)

**678.**

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hjk1030's solution](#)

**679.**

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[hjk1030's solution](#)

**680.**

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[hjk1030's solution](#)

**681.**

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[hjk1030's solution](#)

**682.**

54E

[Vacuum B ÆV æT](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

**683.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[hjk1030's solution](#)

**684.**

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, probabilities, two pointers

[hjk1030's solution](#)

**685.**

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[hjk1030's solution](#)

**686.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs

[hjk1030's solution](#)

**687.**

1109E

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

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[hjk1030's solution](#)

**688.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix structures

[hjk1030's solution](#)

**689.**

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[hjk1030's solution](#)

**690.**

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[hjk1030's solution](#)

**691.**

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[hjk1030's solution](#)

**692.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[hjk1030's solution](#)

**693.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**694.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[hjk1030's solution](#)

**695.**

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[hjk1030's solution](#)

**696.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[hjk1030's solution](#)

**697.**

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[hjk1030's solution](#)

**698.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[hjk1030's solution](#)

**699.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry  
[hjk1030's solution](#)

**700.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees  
[hjk1030's solution](#)

**701.**

113E

[Sleeping](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math  
[hjk1030's solution](#)

**702.**

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation  
[hjk1030's solution](#)

**703.**

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, matrices  
[hjk1030's solution](#)

**704.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**705.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**706.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[hjk1030's solution](#)

**707.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[hjk1030's solution](#)

**708.**

105D

[Entertaining Geodetics](#) · [Tutorial](#)

Quality: 145 global accepts · Rating: 2700 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, implementation

[hjk1030's solution](#)

**709.**

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[hjk1030's solution](#)

**710.**

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[hjk1030's solution](#)

**711.**

309D

[Tennis Rackets](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2700 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[hjk1030's solution](#)

**712.**

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, matrices

[hjk1030's solution](#)

**713.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[hjk1030's solution](#)

**714.**

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[hjk1030's solution](#)

**715.**

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, math, sortings

[hjk1030's solution](#)

**716.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[hjk1030's solution](#)

**717.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**718.**

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[hjk1030's solution](#)

**719.**

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[hjk1030's solution](#)

**720.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, trees

[hjk1030's solution](#)

**721.**

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hjk1030's solution](#)

**722.**

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[hjk1030's solution](#)

**723.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[hjk1030's solution](#)

**724.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[hjk1030's solution](#)

**725.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[hjk1030's solution](#)

**726.**

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hjk1030's solution](#)

**727.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, trees

[hjk1030's solution](#)

**728.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation,

matrices

[hjk1030's solution](#)

**729.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[hjk1030's solution](#)

**730.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2019-10-03 · last AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[hjk1030's solution](#)

**731.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[hjk1030's solution](#)

**732.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hjk1030's solution](#)

**733.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**734.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**735.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[hjk1030's solution](#)

**736.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[hjk1030's solution](#)

**737.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[hjk1030's solution](#)

**738.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[hjk1030's solution](#)

**739.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[hjk1030's solution](#)

**740.**

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[hjk1030's solution](#)

**741.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[hjk1030's solution](#)

**742.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[hjk1030's solution](#)

**743.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[hjk1030's solution](#)

**744.**

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: number theory, sortings

[hjk1030's solution](#)

**745.**

868E

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

Quality: 564 global accepts · Rating: 2700 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[hjk1030's solution](#)

**746.**

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[hjk1030's solution](#)

**747.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, strings

[hjk1030's solution](#)

**748.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hjk1030's solution](#)

**749.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[hjk1030's solution](#)

**750.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[hjk1030's solution](#)

**751.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees  
[hjk1030's solution](#)

**752.**

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[hjk1030's solution](#)

**753.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**754.**

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees  
[hjk1030's solution](#)

**755.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-08 · last AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[hjk1030's solution](#)

**756.**

1088F

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

Quality: 597 global accepts · Rating: 2800 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[hjk1030's solution](#)

**757.**

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, geometry, trees  
[hjk1030's solution](#)

**758.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2019-04-22 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: combinatorics, graphs, trees  
[hjk1030's solution](#)

**759.**

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2019-07-20 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hjk1030's solution](#)

## 760.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hjk1030's solution](#)

## 761.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[hjk1030's solution](#)

## 762.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[hjk1030's solution](#)

## 763.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2020-01-04 · last AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: flows

[hjk1030's solution](#)

## 764.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[hjk1030's solution](#)

## 765.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

## 766.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2019-07-03 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[hjk1030's solution](#)

## 767.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

## 768.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[hjk1030's solution](#)

## 769.

290F

[Greedy Petya](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy

[hjk1030's solution](#)

**770.**

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[hjk1030's solution](#)

**771.**

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**772.**

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy

[hjk1030's solution](#)

**773.**

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[hjk1030's solution](#)

**774.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2019-06-16 · last AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**775.**

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[hjk1030's solution](#)

**776.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[hjk1030's solution](#)

**777.**

1067E

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

Quality: 552 global accepts · Rating: 2800 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees

[hjk1030's solution](#)

**778.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

**779.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2019-06-16 · last AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[hjk1030's solution](#)

**780.**

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[hjk1030's solution](#)

**781.**

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[hjk1030's solution](#)

**782.**

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, probabilities

[hjk1030's solution](#)

**783.**

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[hjk1030's solution](#)

**784.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[hjk1030's solution](#)

**785.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[hjk1030's solution](#)

**786.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, fft

[hjk1030's solution](#)

**787.**

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[hjk1030's solution](#)

**788.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**789.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[hjk1030's solution](#)

**790.**

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[hjk1030's solution](#)

**791.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[hjk1030's solution](#)

**792.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, probabilities

[hjk1030's solution](#)

**793.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[hjk1030's solution](#)

**794.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hjk1030's solution](#)

**795.**

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[hjk1030's solution](#)

**796.**

261E

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

Quality: 438 global accepts · Rating: 2800 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, two pointers

[hjk1030's solution](#)

**797.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hjk1030's solution](#)

**798.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-12-15 · last AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[hjk1030's solution](#)

**799.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[hjk1030's solution](#)

**800.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[hjk1030's solution](#)

**801.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[hjk1030's solution](#)

**802.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[hjk1030's solution](#)

**803.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**804.**

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[hjk1030's solution](#)

**805.**

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings  
[hjk1030's solution](#)

**806.**

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[hjk1030's solution](#)

**807.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**808.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[hjk1030's solution](#)

**809.**

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities  
[hjk1030's solution](#)

**810.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees  
[hjk1030's solution](#)

**811.**

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[hjk1030's solution](#)

**812.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees  
[hjk1030's solution](#)

**813.**

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[hjk1030's solution](#)

**814.**

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[hjk1030's solution](#)

**815.**

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[hjk1030's solution](#)

**816.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hjk1030's solution](#)

**817.**

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[hjk1030's solution](#)

**818.**

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[hjk1030's solution](#)

**819.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[hjk1030's solution](#)

**820.**

1155F

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[hjk1030's solution](#)

**821.**

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**822.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[hjk1030's solution](#)

**823.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities  
[hjk1030's solution](#)

**824.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees  
[hjk1030's solution](#)

**825.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings  
[hjk1030's solution](#)

**826.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory  
[hjk1030's solution](#)

**827.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[hjk1030's solution](#)

**828.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths  
[hjk1030's solution](#)

**829.**

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[hjk1030's solution](#)

**830.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[hjk1030's solution](#)

**831.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[hjk1030's solution](#)

**832.**

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[hjk1030's solution](#)

**833.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[hjk1030's solution](#)

**834.**

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[hjk1030's solution](#)

**835.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2019-07-23 · last AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[hjk1030's solution](#)

**836.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hjk1030's solution](#)

**837.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[hjk1030's solution](#)

**838.**

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[hjk1030's solution](#)

**839.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[hjk1030's solution](#)

**840.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math

[hjk1030's solution](#)

**841.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[hjk1030's solution](#)

**842.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[hjk1030's solution](#)

**843.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, trees

[hjk1030's solution](#)

**844.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, trees  
[hjk1030's solution](#)

**845.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry  
[hjk1030's solution](#)

**846.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**847.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[hjk1030's solution](#)

**848.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation  
[hjk1030's solution](#)

**849.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees  
[hjk1030's solution](#)

**850.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2019-06-06 · last AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows  
[hjk1030's solution](#)

**851.**

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows  
[hjk1030's solution](#)

**852.**

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[hjk1030's solution](#)

**853.**

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[hjk1030's solution](#)

**854.**

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[hjk1030's solution](#)

**855.**

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[hjk1030's solution](#)

**856.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[hjk1030's solution](#)

**857.**

1030G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[hjk1030's solution](#)

**858.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings  
[hjk1030's solution](#)

**859.**

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[hjk1030's solution](#)

**860.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, flows, graphs  
[hjk1030's solution](#)

**861.**

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, two pointers  
[hjk1030's solution](#)

**862.**

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees  
[hjk1030's solution](#)

**863.**

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[hjk1030's solution](#)

**864.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2019-06-07 · last AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation  
[hjk1030's solution](#)

**865.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math  
[hjk1030's solution](#)

**866.**

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[hjk1030's solution](#)

**867.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers  
[hjk1030's solution](#)

**868.**

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**869.**

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**870.**

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[hjk1030's solution](#)

**871.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[hjk1030's solution](#)

**872.**

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**873.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2020-01-09 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle  
[hjk1030's solution](#)

**874.**

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[hjk1030's solution](#)

**875.**

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[hjk1030's solution](#)

**876.**

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**877.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[hjk1030's solution](#)

**878.**

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, matrices

[hjk1030's solution](#)

**879.**

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

**880.**

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, trees

[hjk1030's solution](#)

**881.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[hjk1030's solution](#)

**882.**

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[hjk1030's solution](#)

**883.**

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[hjk1030's solution](#)

**884.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hjk1030's solution](#)

**885.**

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[hjk1030's solution](#)

**886.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[hjk1030's solution](#)

**887.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**888.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[hjk1030's solution](#)

**889.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[hjk1030's solution](#)

**890.**

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**891.**

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2019-06-21 · last AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees

[hjk1030's solution](#)

**892.**

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[hjk1030's solution](#)

**893.**

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**894.**

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[hjk1030's solution](#)

**895.**

736E

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

Quality: 205 global accepts · Rating: 2900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, greedy, math

[hjk1030's solution](#)

**896.**

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2019-05-30 · last AC: 2020-01-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[hjk1030's solution](#)

**897.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees  
[hjk1030's solution](#)

**898.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices  
[hjk1030's solution](#)

**899.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, math  
[hjk1030's solution](#)

**900.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[hjk1030's solution](#)

**901.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[hjk1030's solution](#)

**902.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: flows  
[hjk1030's solution](#)

**903.**

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[hjk1030's solution](#)

**904.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
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**905.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[hjk1030's solution](#)

**906.**

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[hjk1030's solution](#)

**907.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[hjk1030's solution](#)

**908.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[hjk1030's solution](#)

**909.**

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[hjk1030's solution](#)

**910.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[hjk1030's solution](#)

**911.**

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hjk1030's solution](#)

**912.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: flows

[hjk1030's solution](#)

**913.**

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[hjk1030's solution](#)

**914.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[hjk1030's solution](#)

**915.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hjk1030's solution](#)

**916.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[hjk1030's solution](#)

**917.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**918.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[hjk1030's solution](#)

**919.**

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[hjk1030's solution](#)

**920.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
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**921.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
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**922.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
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**923.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[hjk1030's solution](#)

**924.**

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
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**925.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
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**926.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
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**927.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[hjk1030's solution](#)

**928.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy  
[hjk1030's solution](#)

**929.**

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hjk1030's solution](#)

**930.**

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[hjk1030's solution](#)

**931.**

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2019-12-02 · last AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hjk1030's solution](#)

**932.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, string suffix structures

[hjk1030's solution](#)

**933.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[hjk1030's solution](#)

**934.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[hjk1030's solution](#)

**935.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[hjk1030's solution](#)

**936.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[hjk1030's solution](#)

**937.**

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**938.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

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**939.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[hjk1030's solution](#)

**940.**

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

**941.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[hjk1030's solution](#)

**942.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

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**943.**

878D

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Quality: 860 global accepts · Rating: 2900 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[hjk1030's solution](#)

**944.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**945.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hjk1030's solution](#)

**946.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[hjk1030's solution](#)

**947.**

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp

[hjk1030's solution](#)

**948.**

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, math

[hjk1030's solution](#)

**949.**

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[hjk1030's solution](#)

**950.**

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2020-06-01 · last AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[hjk1030's solution](#)

**951.**

1201E2

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

Quality: 165 global accepts · Rating: 3000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths  
[hjk1030's solution](#)

**952.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2019-07-17 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math  
[hjk1030's solution](#)

**953.**

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, geometry, graphs  
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**954.**

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2020-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, trees  
[hjk1030's solution](#)

**955.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
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**956.**

280E

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Quality: 261 global accepts · Rating: 3000 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math  
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**957.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2020-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory  
[hjk1030's solution](#)

**958.**

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2020-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry  
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**959.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees  
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**960.**

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
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**961.**

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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**962.**

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**963.**

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, sortings, trees

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**964.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-10-17 · last AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[hjk1030's solution](#)

**965.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**966.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[hjk1030's solution](#)

**967.**

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

**968.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[hjk1030's solution](#)

**969.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, two pointers

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**970.**

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**971.**

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**972.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

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**973.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, shortest paths, strings

[hjk1030's solution](#)

**974.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[hjk1030's solution](#)

**975.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[hjk1030's solution](#)

**976.**

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

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**977.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**978.**

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[hjk1030's solution](#)

**979.**

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

**980.**

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hjk1030's solution](#)

**981.**

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**982.**

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**983.**

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**984.**

1163F

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Quality: 1,295 global accepts · Rating: 3000 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[hjk1030's solution](#)

**985.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[hjk1030's solution](#)

**986.**

372E

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Quality: 189 global accepts · Rating: 3000 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry

[hjk1030's solution](#)

**987.**

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[hjk1030's solution](#)

**988.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-10-21 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[hjk1030's solution](#)

**989.**

156E

[Mrs. Hudson's Pancakes](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[hjk1030's solution](#)

**990.**

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, shortest paths

[hjk1030's solution](#)

**991.**

167D

[Wizards and Roads](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graph matchings, graphs, greedy

[hjk1030's solution](#)

**992.**

335F

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Quality: 740 global accepts · Rating: 3000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hjk1030's solution](#)

**993.**

773E

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Quality: 509 global accepts · Rating: 3000 · first AC: 2019-06-02 · last AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[hjk1030's solution](#)

**994.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, expression parsing

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**995.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[hjk1030's solution](#)

**996.**

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[hjk1030's solution](#)

**997.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[hjk1030's solution](#)

**998.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[hjk1030's solution](#)

**999.**

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[hjk1030's solution](#)

**1000.**

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[hjk1030's solution](#)

**1001.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[hjk1030's solution](#)

**1002.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[hjk1030's solution](#)

**1003.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[hjk1030's solution](#)

**1004.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[hjk1030's solution](#)

**1005.**

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2019-07-15 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[hjk1030's solution](#)

**1006.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees  
[hjk1030's solution](#)

**1007.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[hjk1030's solution](#)

**1008.**

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees  
[hjk1030's solution](#)

**1009.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings  
[hjk1030's solution](#)

**1010.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive  
[hjk1030's solution](#)

**1011.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp  
[hjk1030's solution](#)

**1012.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[hjk1030's solution](#)

**1013.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[hjk1030's solution](#)

**1014.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[hjk1030's solution](#)

### 1015.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[hjk1030's solution](#)

### 1016.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[hjk1030's solution](#)

### 1017.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[hjk1030's solution](#)

### 1018.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hjk1030's solution](#)

### 1019.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[hjk1030's solution](#)

### 1020.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hjk1030's solution](#)

### 1021.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[hjk1030's solution](#)

### 1022.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[hjk1030's solution](#)

### 1023.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[hjk1030's solution](#)

### 1024.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[hjk1030's solution](#)

### 1025.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[hjk1030's solution](#)

### 1026.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[hjk1030's solution](#)

### 1027.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[hjk1030's solution](#)

### 1028.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[hjk1030's solution](#)

### 1029.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hjk1030's solution](#)

### 1030.

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows

[hjk1030's solution](#)

### 1031.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

### 1032.

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[hjk1030's solution](#)

### 1033.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

### 1034.

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, shortest paths

[hjk1030's solution](#)

### 1035.

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

### 1036.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hjk1030's solution](#)

### 1037.

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

### 1038.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

### 1039.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory

[hjk1030's solution](#)

### 1040.

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, strings

[hjk1030's solution](#)

### 1041.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

### 1042.

477E

[Dreamoon and Notepad](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

### 1043.

446E

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

Quality: 143 global accepts · Rating: 3100 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[hjk1030's solution](#)

### 1044.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2019-10-21 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

### 1045.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[hjk1030's solution](#)

### 1046.

379G

[New Year Cactus](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3100 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hjk1030's solution](#)

### 1047.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings  
[hjk1030's solution](#)

### 1048.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[hjk1030's solution](#)

### 1049.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle  
[hjk1030's solution](#)

### 1050.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2020-05-18 · last AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees  
[hjk1030's solution](#)

### 1051.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math  
[hjk1030's solution](#)

### 1052.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[hjk1030's solution](#)

### 1053.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2020-05-15 · last AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math  
[hjk1030's solution](#)

### 1054.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[hjk1030's solution](#)

### 1055.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[hjk1030's solution](#)

### 1056.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math  
[hjk1030's solution](#)

### 1057.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, matrices  
[hjk1030's solution](#)

**1058.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[hjk1030's solution](#)

**1059.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**1060.**

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[hjk1030's solution](#)

**1061.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**1062.**

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[hjk1030's solution](#)

**1063.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[hjk1030's solution](#)

**1064.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hjk1030's solution](#)

**1065.**

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[hjk1030's solution](#)

**1066.**

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[hjk1030's solution](#)

**1067.**

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

**1068.**

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[hjk1030's solution](#)

**1069.**

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2020-04-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[hjk1030's solution](#)

**1070.**

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry  
[hjk1030's solution](#)

**1071.**

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-03-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[hjk1030's solution](#)

**1072.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[hjk1030's solution](#)

**1073.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[hjk1030's solution](#)

**1074.**

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2019-06-12 · last AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings  
[hjk1030's solution](#)

**1075.**

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[hjk1030's solution](#)

**1076.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings  
[hjk1030's solution](#)

**1077.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1078.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[hjk1030's solution](#)

**1079.**

453E

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

Quality: 911 global accepts · Rating: 3100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**1080.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[hjk1030's solution](#)

**1081.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees  
[hjk1030's solution](#)

**1082.**

700D

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

Quality: 526 global accepts · Rating: 3100 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[hjk1030's solution](#)

**1083.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2019-06-06 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, trees  
[hjk1030's solution](#)

**1084.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[hjk1030's solution](#)

**1085.**

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math  
[hjk1030's solution](#)

**1086.**

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force  
[hjk1030's solution](#)

**1087.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2020-01-15 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search  
[hjk1030's solution](#)

**1088.**

662E

[To Hack or not to Hack](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3100 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[hjk1030's solution](#)

**1089.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities  
[hjk1030's solution](#)

**1090.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy

[hjk1030's solution](#)

### 1091.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[hjk1030's solution](#)

### 1092.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[hjk1030's solution](#)

### 1093.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[hjk1030's solution](#)

### 1094.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hjk1030's solution](#)

### 1095.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[hjk1030's solution](#)

### 1096.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

### 1097.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[hjk1030's solution](#)

### 1098.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[hjk1030's solution](#)

### 1099.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hjk1030's solution](#)

### 1100.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[hjk1030's solution](#)

**1101.**

780H

[Intranet of Buses](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, two pointers

[hjk1030's solution](#)

**1102.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[hjk1030's solution](#)

**1103.**

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[hjk1030's solution](#)

**1104.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hjk1030's solution](#)

**1105.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: data structures

[hjk1030's solution](#)

**1106.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[hjk1030's solution](#)

**1107.**

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hjk1030's solution](#)

**1108.**

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2019-06-14 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[hjk1030's solution](#)

**1109.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[hjk1030's solution](#)

**1110.**

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[hjk1030's solution](#)

**1111.**

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[hjk1030's solution](#)

**1112.**

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[hjk1030's solution](#)

**1113.**

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hjk1030's solution](#)

**1114.**

482E

[ELCA](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 3200 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[hjk1030's solution](#)

**1115.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees

[hjk1030's solution](#)

**1116.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[hjk1030's solution](#)

**1117.**

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[hjk1030's solution](#)

**1118.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[hjk1030's solution](#)

**1119.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-01-14 · last AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[hjk1030's solution](#)

**1120.**

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[hjk1030's solution](#)

**1121.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[hjk1030's solution](#)

**1122.**

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[hjk1030's solution](#)

### 1123.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[hjk1030's solution](#)

### 1124.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2019-06-11 · last AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: trees

[hjk1030's solution](#)

### 1125.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

### 1126.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[hjk1030's solution](#)

### 1127.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[hjk1030's solution](#)

### 1128.

414E

[Mashmikh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

### 1129.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: strings, two pointers

[hjk1030's solution](#)

### 1130.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[hjk1030's solution](#)

### 1131.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[hjk1030's solution](#)

### 1132.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hjk1030's solution](#)

### 1133.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2019-06-09 · last AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

dp, graphs, shortest paths

[hjk1030's solution](#)

**1134.**

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[hjk1030's solution](#)

**1135.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[hjk1030's solution](#)

**1136.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[hjk1030's solution](#)

**1137.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[hjk1030's solution](#)

**1138.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[hjk1030's solution](#)

**1139.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[hjk1030's solution](#)

**1140.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hjk1030's solution](#)

**1141.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

**1142.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[hjk1030's solution](#)

**1143.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-04-28 · last AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[hjk1030's solution](#)

**1144.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-04-28 · last AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[hjk1030's solution](#)

**1145.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[hjk1030's solution](#)

**1146.**

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: number theory, trees

[hjk1030's solution](#)

**1147.**

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[hjk1030's solution](#)

**1148.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[hjk1030's solution](#)

**1149.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[hjk1030's solution](#)

**1150.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games

[hjk1030's solution](#)

**1151.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[hjk1030's solution](#)

**1152.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[hjk1030's solution](#)

**1153.**

1284F

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

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[hjk1030's solution](#)

**1154.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[hjk1030's solution](#)

### 1155.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[hjk1030's solution](#)

### 1156.

645G

[Armistice Area Apportionment](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[hjk1030's solution](#)

### 1157.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[hjk1030's solution](#)

### 1158.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[hjk1030's solution](#)

### 1159.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hjk1030's solution](#)

### 1160.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2019-07-16 · last AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[hjk1030's solution](#)

### 1161.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

### 1162.

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

### 1163.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[hjk1030's solution](#)

### 1164.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[hjk1030's solution](#)

### 1165.

737E

[Tanya is 5!](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, graphs, greedy,

schedules

[hjk1030's solution](#)

**1166.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hjk1030's solution](#)

**1167.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**1168.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hjk1030's solution](#)

**1169.**

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hjk1030's solution](#)

**1170.**

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, probabilities

[hjk1030's solution](#)

**1171.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[hjk1030's solution](#)

**1172.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[hjk1030's solution](#)

**1173.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

**1174.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[hjk1030's solution](#)

**1175.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[hjk1030's solution](#)

**1176.**

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-09-26 · last AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[hjk1030's solution](#)

**1177.**

866G

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

Rating: 3300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[hjk1030's solution](#)

**1178.**

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2019-06-26 · last AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[hjk1030's solution](#)

**1179.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings  
[hjk1030's solution](#)

**1180.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths  
[hjk1030's solution](#)

**1181.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[hjk1030's solution](#)

**1182.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**1183.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities  
[hjk1030's solution](#)

**1184.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp  
[hjk1030's solution](#)

**1185.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[hjk1030's solution](#)

**1186.**

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[hjk1030's solution](#)

**1187.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[hjk1030's solution](#)

**1188.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**1189.**

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[hjk1030's solution](#)

**1190.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[hjk1030's solution](#)

**1191.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[hjk1030's solution](#)

**1192.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures  
[hjk1030's solution](#)

**1193.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2019-07-14 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[hjk1030's solution](#)

**1194.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory  
[hjk1030's solution](#)

**1195.**

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-10-23 · last AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees  
[hjk1030's solution](#)

**1196.**

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees  
[hjk1030's solution](#)

**1197.**

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures  
[hjk1030's solution](#)

**1198.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[hjk1030's solution](#)

**1199.**

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math, number theory  
[hjk1030's solution](#)

**1200.**

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[hjk1030's solution](#)

**1201.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings  
[hjk1030's solution](#)

**1202.**

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings  
[hjk1030's solution](#)

**1203.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[hjk1030's solution](#)

**1204.**

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[hjk1030's solution](#)

**1205.**

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings  
[hjk1030's solution](#)

**1206.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[hjk1030's solution](#)

**1207.**

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[hjk1030's solution](#)

### 1208.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[hjk1030's solution](#)

### 1209.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hjk1030's solution](#)

### 1210.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[hjk1030's solution](#)

### 1211.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[hjk1030's solution](#)

### 1212.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2019-06-03 · last AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hjk1030's solution](#)

### 1213.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: games

[hjk1030's solution](#)

### 1214.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[hjk1030's solution](#)

### 1215.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[hjk1030's solution](#)

### 1216.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[hjk1030's solution](#)

### 1217.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[hjk1030's solution](#)

**1218.**

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry  
[hjk1030's solution](#)

**1219.**

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1220.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[hjk1030's solution](#)

**1221.**

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[hjk1030's solution](#)

**1222.**

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees  
[hjk1030's solution](#)

**1223.**

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive  
[hjk1030's solution](#)

**1224.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1225.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1226.**

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1227.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1228.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1229.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1230.**

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1231.**

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1232.**

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1233.**

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1234.**

102201C

[Cactus Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1235.**

102201D

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1236.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1237.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1238.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1239.**

101471A

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

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1240.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1241.**

101620E

[Embedding Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1242.**

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1243.**

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1244.**

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1245.**

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1246.**

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1247.**

101485B

[Better Productivity](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1248.**

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1249.**

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1250.**

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1251.**

undefined511

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1252.**

101370H

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

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1253.**

101468D

[Sherlock Holmes](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1254.**

undefined307

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1255.**

undefined477

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1256.**

undefined512

[Friendly Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1257.**

101150I

[Shy Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1258.**

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1259.**

undefined332

[Largest Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1260.**

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1261.**

101648F

[Fool's Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · Clang++17 Diagnostics (first AC) · Tags: —  
[hjk1030's solution](#)

**1262.**

undefined198

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1263.**

undefined209

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1264.**

101468I

["Shortest" pair of paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1265.**

undefined176

[Flow construction](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1266.**

undefined438

[The Glorious Karlutka River =>](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1267.**

100725D

[Destroying The Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1268.**

undefined252

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

Rating: — · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1269.**

undefined515

[Recover Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1270.**

undefined156

[Strange Graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1271.**

undefined219

[Synchrograph](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1272.**

undefined474

[All for Love](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1273.**

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1274.**

undefined336

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1275.**

100273L

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

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1276.**

undefined271

[Book Pile](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1277.**

101462H

[GCD Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1278.**

undefined481

[Hero of Our Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1279.**

101648J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: —  
[hjk1030's solution](#)

**1280.**

101468E

[Payment System](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1281.**

101308F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1282.**

100722E

[The Bookcase](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1283.**

undefined448

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

Rating: — · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1284.**

undefined492

[Hotel in Ves Lagos](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1285.**

undefined258

[Almost Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1286.**

undefined431

[Wildcards](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1287.**

undefined131

[Hardwood floor](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1288.**

undefined129

[Inheritance](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1289.**

101648I

[Incredible! Impossible!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1290.**

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[hjk1030's solution](#)

**1291.**

undefined143

[Long Live the Queen](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1292.**

100286D

[Drive through MegaCity](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1293.**

100286C

[Clock](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · Clang++17 Diagnostics (first AC) · Tags: —  
[hjk1030's solution](#)

**1294.**

101651G

[Greatest Common Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1295.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1296.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1297.**

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1298.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1299.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1300.**

101630A

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

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1301.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1302.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hjk1030's solution](#)

**1303.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1304.**

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