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Unique solved — hopele555

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

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Filters: none

Count: 1,236

1.

2210A

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2.

2140A

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3.

2132A

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4.

2161A

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5.

2152A

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6.

2147A

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7.

2127A

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8.

2062A

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9.

2061A

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10.

2053A

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11.

2048A

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12.

2039A

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13.

2029A

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14.

2002A

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15.

1987A

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16.

1984A

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17.

1975A

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18.

1930A

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19.

1928A

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20.

1919B

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21.

1919A

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22.

1896A

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23.

1870A

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24.

1859A

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25.

1823A

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26.

1849A

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27.

1806A

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28.

1851B

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29.

1851A

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30.

1748A

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31.

1499A

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32.

1567A

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33.

1592A

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34.

1797A

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35.

1673A

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36.

1594A

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37.

1719B

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38.

1719A

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39.

1788A

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40.

1844A

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41.

1762A

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42.

1847A

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43.

1845A

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44.

1842A

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45.

1843C

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46.

1843B

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47.

1843A

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48.

1834A

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49.

1838A

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50.

1624A

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51.

1841A

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52.

1837A

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53.

1323A

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54.

1810B

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55.

1810A

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56.

1397A

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57.

1417A

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58.

1804A

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59.

785A

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60.

80A

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61.

1789B

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62.

1789A

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63.

680A

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64.

1793A

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65.

1778A

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66.

1787A

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67.

1780A

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68.

1792A

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69.

1781A

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70.

1005A

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71.

1783A

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72.

1779A

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73.

1769A

[B47CmDò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

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74.

1764A

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Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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75.

1760C

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76.

1760B

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77.

1760A

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78.

1750B

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79.

1750A

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80.

1740B

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81.

1740A

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82.

1743B

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83.

1743A

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84.

1746B

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85.

1746A

[Maxmina](#) · [Tutorial](#)

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86.

1736A

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87.

1450A

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88.

1735A

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89.

1738A

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90.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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91.

1730A

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92.

1734B

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Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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93.

1734A

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Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

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94.

1733A

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Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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95.

1729B

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Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
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96.

1729A

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Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math
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97.

1728B

[Best Permutation](#) · [Tutorial](#)

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98.

1728A

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99.

1717A

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100.

1722C

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101.

1722B

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102.

1722A

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103.

1620A

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104.

1721A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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105.

1487A

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106.

1438A

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107.

1715A

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108.

1720B

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109.

1712B

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110.

1712A

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111.

1713A

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112.

1716B

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1716A

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1608A

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1709A

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117.

1706A

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118.

1705A

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119.

1703C

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120.

1703B

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1703A

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122.

1702B

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1702A

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124.

1701B

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Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hopele555's solution](#)

125.

1701A

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126.

1605A

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127.

1699A

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128.

1698B

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1698A

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130.

1696A

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131.

1692B

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1622A

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1692C

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1692A

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1690A

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1688B

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138.

1676C

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139.

1676B

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1676A

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1691A

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142.

1633B

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144.

1651B

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1651A

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146.

1686B

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147.

1686A

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148.

1646B

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1646A

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1681B

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1681A

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152.

1682A

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153.

1684B

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154.

1684A

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1680B

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1680A

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157.

1678B1

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158.

1678A

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159.

1671A

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160.

1665A

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161.

1652B

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162.

1652A

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163.

1644B

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164.

1644A

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1635B

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166.

1635A

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167.

1631A

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168.

1638A

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169.

1583A

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170.

1566B

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171.

1566A

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172.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math
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173.

1562A

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174.

1557A

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Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
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175.

818A

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176.

1481A

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177.

4A

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178.

1549B

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179.

1549A

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180.

1535A

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181.

1554A

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182.

1474A

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1459A

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Quality: 17,659 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

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184.

1478A

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Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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185.

1527A

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186.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hopele555's solution](#)

187.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[hopele555's solution](#)

188.

1515A

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Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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189.

1491A

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Quality: 19,030 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[hopele555's solution](#)

190.

1551B1

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Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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191.

1551A

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Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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192.

1426A

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[hopele555's solution](#)

193.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,099 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

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194.

1433B

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195.

1433A

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196.

1480A

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197.

1454B

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198.

1454A

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Quality: 44,065 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

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199.

1493A

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200.

1462B

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201.

1462A

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Quality: 48,979 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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202.

1512B

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Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hopele555's solution](#)

203.

1512A

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Quality: 80,126 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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204.

1504A

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Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[hopele555's solution](#)

205.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hopele555's solution](#)

206.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[hopele555's solution](#)

207.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hopele555's solution](#)

208.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[hopele555's solution](#)

209.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hopele555's solution](#)

210.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hopele555's solution](#)

211.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[hopele555's solution](#)

212.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hopele555's solution](#)

213.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hopele555's solution](#)

214.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hopele555's solution](#)

215.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[hopele555's solution](#)

216.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hopele555's solution](#)

217.

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hopele555's solution](#)

218.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[hopele555's solution](#)

219.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hopele555's solution](#)

220.

630A

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

Quality: 93,540 global accepts · Rating: 800 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[hopele555's solution](#)

221.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,483 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[hopele555's solution](#)

222.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[hopele555's solution](#)

223.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[hopele555's solution](#)

224.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hopele555's solution](#)

225.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hopele555's solution](#)

226.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hopele555's solution](#)

227.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[hopele555's solution](#)

228.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[hopele555's solution](#)

229.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hopele555's solution](#)

230.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math

[hopele555's solution](#)

231.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy

[hopele555's solution](#)

232.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: math

[hopele555's solution](#)

233.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,572 global accepts · Rating: 900 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[hopele555's solution](#)

234.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[hopele555's solution](#)

235.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,558 global accepts · Rating: 900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[hopele555's solution](#)

236.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[hopele555's solution](#)

237.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[hopele555's solution](#)

238.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[hopele555's solution](#)

239.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[hopele555's solution](#)

240.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[hopele555's solution](#)

241.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[hopele555's solution](#)

242.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[hopele555's solution](#)

243.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[hopele555's solution](#)

244.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[hopele555's solution](#)

245.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hopele555's solution](#)

246.

1837B

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

Quality: 50,121 global accepts · Rating: 900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hopele555's solution](#)

247.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[hopele555's solution](#)

248.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hopele555's solution](#)

249.

1005B

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

Quality: 27,389 global accepts · Rating: 900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[hopele555's solution](#)

250.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

251.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hopele555's solution](#)

252.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[hopele555's solution](#)

253.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hopele555's solution](#)

254.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

255.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hopele555's solution](#)

256.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hopele555's solution](#)

257.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[hopele555's solution](#)

258.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[hopele555's solution](#)

259.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[hopele555's solution](#)

260.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hopele555's solution](#)

261.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[hopele555's solution](#)

262.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[hopele555's solution](#)

263.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[hopele555's solution](#)

264.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[hopele555's solution](#)

265.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[hopele555's solution](#)

266.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hopele555's solution](#)

267.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,598 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[hopele555's solution](#)

268.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[hopele555's solution](#)

269.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[hopele555's solution](#)

270.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hopele555's solution](#)

271.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hopele555's solution](#)

272.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[hopele555's solution](#)

273.

1471A

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

Quality: 38,221 global accepts · Rating: 900 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[hopele555's solution](#)

274.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hopele555's solution](#)

275.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[hopele555's solution](#)

276.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[hopele555's solution](#)

277.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[hopele555's solution](#)

278.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[hopele555's solution](#)

279.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[hopele555's solution](#)

280.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hopele555's solution](#)

281.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[hopele555's solution](#)

282.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hopele555's solution](#)

283.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[hopele555's solution](#)

284.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[hopele555's solution](#)

285.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[hopele555's solution](#)

286.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[hopele555's solution](#)

287.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[hopele555's solution](#)

288.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[hopele555's solution](#)

289.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[hopele555's solution](#)

290.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hopele555's solution](#)

291.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[hopele555's solution](#)

292.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hopele555's solution](#)

293.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[hopele555's solution](#)

294.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[hopele555's solution](#)

295.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[hopele555's solution](#)

296.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

297.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[hopele555's solution](#)

298.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hopele555's solution](#)

299.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hopele555's solution](#)

300.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[hopele555's solution](#)

301.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[hopele555's solution](#)

302.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[hopele555's solution](#)

303.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[hopele555's solution](#)

304.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[hopele555's solution](#)

305.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[hopele555's solution](#)

306.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[hopele555's solution](#)

307.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[hopele555's solution](#)

308.

1769B1

[A = >C068D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[hopele555's solution](#)

309.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[hopele555's solution](#)

310.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
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311.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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312.

1438B

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Quality: 29,078 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[hopele555's solution](#)

313.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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314.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
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315.

1704B

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Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
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316.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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317.

1605B

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Quality: 19,336 global accepts · Rating: 1000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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318.

1622B

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Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
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319.

1676D

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Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
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320.

1691B

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Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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321.

1671B

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Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

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322.

1659A

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Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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323.

1566C

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

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324.

1562B

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Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[hopele555's solution](#)

325.

1485A

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Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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326.

1474B

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Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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327.

1515B

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Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[hopele555's solution](#)

328.

1506C

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Quality: 35,643 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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329.

1550B

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Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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330.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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331.

1490B

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Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
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332.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[hopele555's solution](#)

333.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 1000 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[hopele555's solution](#)

334.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[hopele555's solution](#)

335.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[hopele555's solution](#)

336.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
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337.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
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338.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[hopele555's solution](#)

339.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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340.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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341.

1673B

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Quality: 21,784 global accepts · Rating: 1100 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[hopele555's solution](#)

342.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[hopele555's solution](#)

343.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
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344.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation
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345.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[hopele555's solution](#)

346.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[hopele555's solution](#)

347.

1842B

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Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[hopele555's solution](#)

348.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[hopele555's solution](#)

349.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[hopele555's solution](#)

350.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[hopele555's solution](#)

351.

1807G2

[Subsequence Addition \(Hard Version\) · Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[hopele555's solution](#)

352.

785B

[Anton and Classes · Tutorial](#)

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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353.

389B

[Fox and Cross · Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hopele555's solution](#)

354.

1793B

[Fedya and Array · Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

355.

1787B

[Number Factorization · Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[hopele555's solution](#)

356.

1780B

[GCD Partition · Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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357.

1783B

[Matrix of Differences · Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

358.

841B

[Godsend · Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[hopele555's solution](#)

359.

1375A

[Sign Flipping · Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

360.

1760E

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Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[hopele555's solution](#)

361.

1743C

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[hopele555's solution](#)

362.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[hopele555's solution](#)

363.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[hopele555's solution](#)

364.

1726B

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Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[hopele555's solution](#)

365.

1717B

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Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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366.

1722D

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Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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367.

1712C

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368.

1706B

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Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[hopele555's solution](#)

369.

1703D

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[hopele555's solution](#)

370.

1702C

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

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371.

1692D

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372.

1676E

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Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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373.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[hopele555's solution](#)

374.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[hopele555's solution](#)

375.

1682B

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Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
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376.

1638B

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Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
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377.

1606B

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Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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378.

1566D1

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379.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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380.

1481B

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Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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381.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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382.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[hopele555's solution](#)

383.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[hopele555's solution](#)

384.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[hopele555's solution](#)

385.

1496B

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Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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386.

1506B

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Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hopele555's solution](#)

387.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[hopele555's solution](#)

388.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[hopele555's solution](#)

389.

467B

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Quality: 42,861 global accepts · Rating: 1100 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[hopele555's solution](#)

390.

797A

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Quality: 19,892 global accepts · Rating: 1100 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[hopele555's solution](#)

391.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hopele555's solution](#)

392.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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393.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hopele555's solution](#)

394.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

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395.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[hopele555's solution](#)

396.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[hopele555's solution](#)

397.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[hopele555's solution](#)

398.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[hopele555's solution](#)

399.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[hopele555's solution](#)

400.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[hopele555's solution](#)

401.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[hopele555's solution](#)

402.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[hopele555's solution](#)

403.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[hopele555's solution](#)

404.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[hopele555's solution](#)

405.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[hopele555's solution](#)

406.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[hopele555's solution](#)

407.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[hopele555's solution](#)

408.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[hopele555's solution](#)

409.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[hopele555's solution](#)

410.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[hopele555's solution](#)

411.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[hopele555's solution](#)

412.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[hopele555's solution](#)

413.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[hopele555's solution](#)

414.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[hopele555's solution](#)

415.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hopele555's solution](#)

416.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[hopele555's solution](#)

417.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[hopele555's solution](#)

418.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hopele555's solution](#)

419.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[hopele555's solution](#)

420.

1769C1

[Associative CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[hopele555's solution](#)

421.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hopele555's solution](#)

422.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hopele555's solution](#)

423.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[hopele555's solution](#)

424.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[hopele555's solution](#)

425.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[hopele555's solution](#)

426.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[hopele555's solution](#)

427.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[hopele555's solution](#)

428.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hopele555's solution](#)

429.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[hopele555's solution](#)

430.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[hopele555's solution](#)

431.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[hopele555's solution](#)

432.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hopele555's solution](#)

433.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hopele555's solution](#)

434.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hopele555's solution](#)

435.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[hopele555's solution](#)

436.

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[hopele555's solution](#)

437.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[hopele555's solution](#)

438.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[hopele555's solution](#)

439.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[hopele555's solution](#)

440.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[hopele555's solution](#)

441.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[hopele555's solution](#)

442.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[hopele555's solution](#)

443.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[hopele555's solution](#)

444.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hopele555's solution](#)

445.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

446.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hopele555's solution](#)

447.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[hopele555's solution](#)

448.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[hopele555's solution](#)

449.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hopele555's solution](#)

450.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hopele555's solution](#)

451.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[hopele555's solution](#)

452.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hopele555's solution](#)

453.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[hopele555's solution](#)

454.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hopele555's solution](#)

455.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[hopele555's solution](#)

456.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[hopele555's solution](#)

457.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hopele555's solution](#)

458.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: math, number theory

[hopele555's solution](#)

459.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: implementation

[hopele555's solution](#)

460.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[hopele555's solution](#)

461.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[hopele555's solution](#)

462.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[hopele555's solution](#)

463.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[hopele555's solution](#)

464.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[hopele555's solution](#)

465.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[hopele555's solution](#)

466.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[hopele555's solution](#)

467.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[hopele555's solution](#)

468.

1889A

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

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

[hopele555's solution](#)

469.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[hopele555's solution](#)

470.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hopele555's solution](#)

471.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[hopele555's solution](#)

472.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hopele555's solution](#)

473.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[hopele555's solution](#)

474.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[hopele555's solution](#)

475.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[hopele555's solution](#)

476.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[hopele555's solution](#)

477.

1323C

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

Rating: 1300 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[hopele555's solution](#)

478.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hopele555's solution](#)

479.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[hopele555's solution](#)

480.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hopele555's solution](#)

481.

1005C

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

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[hopele555's solution](#)

482.

1769C2

[A>T>D>C>C>C](#) ”•

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[hopele555's solution](#)

483.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hopele555's solution](#)

484.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[hopele555's solution](#)

485.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[hopele555's solution](#)

486.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[hopele555's solution](#)

487.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[hopele555's solution](#)

488.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hopele555's solution](#)

489.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[hopele555's solution](#)

490.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[hopele555's solution](#)

491.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,153 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[hopele555's solution](#)

492.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hopele555's solution](#)

493.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[hopele555's solution](#)

494.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[hopele555's solution](#)

495.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[hopele555's solution](#)

496.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hopele555's solution](#)

497.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[hopele555's solution](#)

498.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[hopele555's solution](#)

499.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[hopele555's solution](#)

500.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[hopele555's solution](#)

501.

1471C

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

Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[hopele555's solution](#)

502.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hopele555's solution](#)

503.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hopele555's solution](#)

504.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hopele555's solution](#)

505.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[hopele555's solution](#)

506.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[hopele555's solution](#)

507.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[hopele555's solution](#)

508.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[hopele555's solution](#)

509.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[hopele555's solution](#)

510.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[hopele555's solution](#)

511.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[hopele555's solution](#)

512.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[hopele555's solution](#)

513.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[hopele555's solution](#)

514.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[hopele555's solution](#)

515.

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[hopele555's solution](#)

516.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[hopele555's solution](#)

517.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[hopele555's solution](#)

518.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, matrices
[hopele555's solution](#)

519.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[hopele555's solution](#)

520.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[hopele555's solution](#)

521.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[hopele555's solution](#)

522.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[hopele555's solution](#)

523.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[hopele555's solution](#)

524.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[hopele555's solution](#)

525.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[hopele555's solution](#)

526.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[hopele555's solution](#)

527.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[hopele555's solution](#)

528.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[hopele555's solution](#)

529.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hopele555's solution](#)

530.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[hopele555's solution](#)

531.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hopele555's solution](#)

532.

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[hopele555's solution](#)

533.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[hopele555's solution](#)

534.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hopele555's solution](#)

535.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[hopele555's solution](#)

536.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[hopele555's solution](#)

537.

1769B2

[Aesop's Fable](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[hopele555's solution](#)

538.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[hopele555's solution](#)

539.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[hopele555's solution](#)

540.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[hopele555's solution](#)

541.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[hopele555's solution](#)

542.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

543.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[hopele555's solution](#)

544.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[hopele555's solution](#)

545.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[hopele555's solution](#)

546.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[hopele555's solution](#)

547.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[hopele555's solution](#)

548.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[hopele555's solution](#)

549.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[hopele555's solution](#)

550.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[hopele555's solution](#)

551.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hopele555's solution](#)

552.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[hopele555's solution](#)

553.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[hopele555's solution](#)

554.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[hopele555's solution](#)

555.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[hopele555's solution](#)

556.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[hopele555's solution](#)

557.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hopele555's solution](#)

558.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[hopele555's solution](#)

559.

1652C

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

Quality: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hopele555's solution](#)

560.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[hopele555's solution](#)

561.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[hopele555's solution](#)

562.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[hopele555's solution](#)

563.

1549C

[Web of Lies](#) · [Tutorial](#)

Quality: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[hopele555's solution](#)

564.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hopele555's solution](#)

565.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[hopele555's solution](#)

566.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hopele555's solution](#)

567.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hopele555's solution](#)

568.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hopele555's solution](#)

569.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[hopele555's solution](#)

570.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hopele555's solution](#)

571.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[hopele555's solution](#)

572.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[hopele555's solution](#)

573.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[hopele555's solution](#)

574.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[hopele555's solution](#)

575.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy
[hopele555's solution](#)

576.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[hopele555's solution](#)

577.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[hopele555's solution](#)

578.

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[hopele555's solution](#)

579.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[hopele555's solution](#)

580.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[hopele555's solution](#)

581.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math

[hopele555's solution](#)

582.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[hopele555's solution](#)

583.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[hopele555's solution](#)

584.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hopele555's solution](#)

585.

1323B

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

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[hopele555's solution](#)

586.

1817A

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

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[hopele555's solution](#)

587.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings

[hopele555's solution](#)

588.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hopele555's solution](#)

589.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[hopele555's solution](#)

590.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[hopele555's solution](#)

591.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[hopele555's solution](#)

592.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[hopele555's solution](#)

593.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[hopele555's solution](#)

594.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[hopele555's solution](#)

595.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[hopele555's solution](#)

596.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[hopele555's solution](#)

597.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[hopele555's solution](#)

598.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[hopele555's solution](#)

599.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[hopele555's solution](#)

600.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[hopele555's solution](#)

601.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[hopele555's solution](#)

602.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[hopele555's solution](#)

603.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[hopele555's solution](#)

604.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[hopele555's solution](#)

605.

1562C

[Rings](#) · [Tutorial](#)

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

[hopele555's solution](#)

606.

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[hopele555's solution](#)

607.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[hopele555's solution](#)

608.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[hopele555's solution](#)

609.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

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610.

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hopele555's solution](#)

611.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[hopele555's solution](#)

612.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[hopele555's solution](#)

613.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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614.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[hopele555's solution](#)

615.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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616.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[hopele555's solution](#)

617.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[hopele555's solution](#)

618.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[hopele555's solution](#)

619.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[hopele555's solution](#)

620.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[hopele555's solution](#)

621.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[hopele555's solution](#)

622.

1526C2

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

Quality: 29,756 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[hopele555's solution](#)

623.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[hopele555's solution](#)

624.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[hopele555's solution](#)

625.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[hopele555's solution](#)

626.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[hopele555's solution](#)

627.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[hopele555's solution](#)

628.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hopele555's solution](#)

629.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[hopele555's solution](#)

630.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[hopele555's solution](#)

631.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[hopele555's solution](#)

632.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[hopele555's solution](#)

633.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[hopele555's solution](#)

634.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[hopele555's solution](#)

635.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[hopele555's solution](#)

636.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[hopele555's solution](#)

637.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[hopele555's solution](#)

638.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[hopele555's solution](#)

639.

314A

[Sereja and Contest](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hopele555's solution](#)

640.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[hopele555's solution](#)

641.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[hopele555's solution](#)

642.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation

[hopele555's solution](#)

643.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[hopele555's solution](#)

644.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[hopele555's solution](#)

645.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[hopele555's solution](#)

646.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[hopele555's solution](#)

647.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[hopele555's solution](#)

648.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[hopele555's solution](#)

649.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[hopele555's solution](#)

650.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[hopele555's solution](#)

651.

1688D

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

Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[hopele555's solution](#)

652.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[hopele555's solution](#)

653.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[hopele555's solution](#)

654.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hopele555's solution](#)

655.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[hopele555's solution](#)

656.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[hopele555's solution](#)

657.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[hopele555's solution](#)

658.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[hopele555's solution](#)

659.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[hopele555's solution](#)

660.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2021-08-04 · last AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[hopele555's solution](#)

661.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[hopele555's solution](#)

662.

1555D

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

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

[hopele555's solution](#)

663.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hopele555's solution](#)

664.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hopele555's solution](#)

665.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[hopele555's solution](#)

666.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[hopele555's solution](#)

667.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

668.

1512E

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

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[hopele555's solution](#)

669.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[hopele555's solution](#)

670.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hopele555's solution](#)

671.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[hopele555's solution](#)

672.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, implementation
[hopele555's solution](#)

673.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[hopele555's solution](#)

674.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hopele555's solution](#)

675.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[hopele555's solution](#)

676.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[hopele555's solution](#)

677.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[hopele555's solution](#)

678.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[hopele555's solution](#)

679.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[hopele555's solution](#)

680.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[hopele555's solution](#)

681.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[hopele555's solution](#)

682.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[hopele555's solution](#)

683.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[hopele555's solution](#)

684.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[hopele555's solution](#)

685.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[hopele555's solution](#)

686.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[hopele555's solution](#)

687.

1916D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[hopele555's solution](#)

688.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[hopele555's solution](#)

689.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[hopele555's solution](#)

690.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[hopele555's solution](#)

691.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[hopele555's solution](#)

692.

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hopele555's solution](#)

693.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[hopele555's solution](#)

694.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[hopele555's solution](#)

695.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[hopele555's solution](#)

696.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[hopele555's solution](#)

697.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[hopele555's solution](#)

698.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[hopele555's solution](#)

699.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[hopele555's solution](#)

700.

1231D

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[hopele555's solution](#)

701.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[hopele555's solution](#)

702.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[hopele555's solution](#)

703.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[hopele555's solution](#)

704.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[hopele555's solution](#)

705.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[hopele555's solution](#)

706.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[hopele555's solution](#)

707.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[hopele555's solution](#)

708.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[hopele555's solution](#)

709.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[hopele555's solution](#)

710.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy, math

[hopele555's solution](#)

711.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[hopele555's solution](#)

712.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[hopele555's solution](#)

713.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[hopele555's solution](#)

714.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[hopele555's solution](#)

715.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[hopele555's solution](#)

716.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hopele555's solution](#)

717.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[hopele555's solution](#)

718.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[hopele555's solution](#)

719.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[hopele555's solution](#)

720.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[hopele555's solution](#)

721.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hopele555's solution](#)

722.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[hopele555's solution](#)

723.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[hopele555's solution](#)

724.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[hopele555's solution](#)

725.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hopele555's solution](#)

726.

1478C

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

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[hopele555's solution](#)

727.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[hopele555's solution](#)

728.

1480C

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

Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[hopele555's solution](#)

729.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hopele555's solution](#)

730.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[hopele555's solution](#)

731.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[hopele555's solution](#)

732.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[hopele555's solution](#)

733.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[hopele555's solution](#)

734.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hopele555's solution](#)

735.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[hopele555's solution](#)

736.

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[hopele555's solution](#)

737.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[hopele555's solution](#)

738.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[hopele555's solution](#)

739.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[hopele555's solution](#)

740.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[hopele555's solution](#)

741.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[hopele555's solution](#)

742.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[hopele555's solution](#)

743.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[hopele555's solution](#)

744.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[hopele555's solution](#)

745.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[hopele555's solution](#)

746.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[hopele555's solution](#)

747.

351A

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

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

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748.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[hopele555's solution](#)

749.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[hopele555's solution](#)

750.

1395D

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

Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings

[hopele555's solution](#)

751.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[hopele555's solution](#)

752.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[hopele555's solution](#)

753.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hopele555's solution](#)

754.

1719D1

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

Rating: 1800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[hopele555's solution](#)

755.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[hopele555's solution](#)

756.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[hopele555's solution](#)

757.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[hopele555's solution](#)

758.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[hopele555's solution](#)

759.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[hopele555's solution](#)

760.

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, probabilities

[hopele555's solution](#)

761.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[hopele555's solution](#)

762.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hopele555's solution](#)

763.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[hopele555's solution](#)

764.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: sortings

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765.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[hopele555's solution](#)

766.

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[hopele555's solution](#)

767.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hopele555's solution](#)

768.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[hopele555's solution](#)

769.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[hopele555's solution](#)

770.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[hopele555's solution](#)

771.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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772.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers

[hopele555's solution](#)

773.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[hopele555's solution](#)

774.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[hopele555's solution](#)

775.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[hopele555's solution](#)

776.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[hopele555's solution](#)

777.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[hopele555's solution](#)

778.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[hopele555's solution](#)

779.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[hopele555's solution](#)

780.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, strings

[hopele555's solution](#)

781.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[hopele555's solution](#)

782.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[hopele555's solution](#)

783.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hopele555's solution](#)

784.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[hopele555's solution](#)

785.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[hopele555's solution](#)

786.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[hopele555's solution](#)

787.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[hopele555's solution](#)

788.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[hopele555's solution](#)

789.

1549D

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

Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[hopele555's solution](#)

790.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[hopele555's solution](#)

791.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[hopele555's solution](#)

792.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[hopele555's solution](#)

793.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[hopele555's solution](#)

794.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[hopele555's solution](#)

795.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[hopele555's solution](#)

796.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[hopele555's solution](#)

797.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[hopele555's solution](#)

798.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[hopele555's solution](#)

799.

1509C

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

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hopele555's solution](#)

800.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[hopele555's solution](#)

801.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hopele555's solution](#)

802.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[hopele555's solution](#)

803.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[hopele555's solution](#)

804.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[hopele555's solution](#)

805.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[hopele555's solution](#)

806.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[hopele555's solution](#)

807.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[hopele555's solution](#)

808.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[hopele555's solution](#)

809.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[hopele555's solution](#)

810.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math

[hopele555's solution](#)

811.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[hopele555's solution](#)

812.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[hopele555's solution](#)

813.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[hopele555's solution](#)

814.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[hopele555's solution](#)

815.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hopele555's solution](#)

816.

1719D2

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

Rating: 1900 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math

[hopele555's solution](#)

817.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[hopele555's solution](#)

818.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[hopele555's solution](#)

819.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[hopele555's solution](#)

820.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
[hopele555's solution](#)

821.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[hopele555's solution](#)

822.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[hopele555's solution](#)

823.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[hopele555's solution](#)

824.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[hopele555's solution](#)

825.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[hopele555's solution](#)

826.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[hopele555's solution](#)

827.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[hopele555's solution](#)

828.

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths
[hopele555's solution](#)

829.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[hopele555's solution](#)

830.

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[hopele555's solution](#)

831.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[hopele555's solution](#)

832.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[hopele555's solution](#)

833.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[hopele555's solution](#)

834.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[hopele555's solution](#)

835.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[hopele555's solution](#)

836.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[hopele555's solution](#)

837.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[hopele555's solution](#)

838.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[hopele555's solution](#)

839.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[hopele555's solution](#)

840.

1704D

[Magical Array](#) · [Tutorial](#)

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

[hopele555's solution](#)

841.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[hopele555's solution](#)

842.

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[hopele555's solution](#)

843.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[hopele555's solution](#)

844.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[hopele555's solution](#)

845.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[hopele555's solution](#)

846.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[hopele555's solution](#)

847.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[hopele555's solution](#)

848.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[hopele555's solution](#)

849.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[hopele555's solution](#)

850.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[hopele555's solution](#)

851.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[hopele555's solution](#)

852.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[hopele555's solution](#)

853.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[hopele555's solution](#)

854.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hopele555's solution](#)

855.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hopele555's solution](#)

856.

1480D1

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

Rating: 1900 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[hopele555's solution](#)

857.

1546D

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

Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hopele555's solution](#)

858.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[hopele555's solution](#)

859.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[hopele555's solution](#)

860.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks,

combinatorics, dfs and similar, dsu, graphs, math

[hopele555's solution](#)

861.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hopele555's solution](#)

862.

2062E1

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

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

[hopele555's solution](#)

863.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[hopele555's solution](#)

864.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[hopele555's solution](#)

865.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[hopele555's solution](#)

866.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[hopele555's solution](#)

867.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[hopele555's solution](#)

868.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[hopele555's solution](#)

869.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[hopele555's solution](#)

870.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[hopele555's solution](#)

871.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[hopele555's solution](#)

872.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[hopele555's solution](#)

873.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hopele555's solution](#)

874.

1719E

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

Rating: 2000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, number theory

[hopele555's solution](#)

875.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[hopele555's solution](#)

876.

1624F

[Interacdive Problem](#) · [Tutorial](#)

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[hopele555's solution](#)

877.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[hopele555's solution](#)

878.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[hopele555's solution](#)

879.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[hopele555's solution](#)

880.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[hopele555's solution](#)

881.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[hopele555's solution](#)

882.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[hopele555's solution](#)

883.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees
[hopele555's solution](#)

884.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[hopele555's solution](#)

885.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[hopele555's solution](#)

886.

386C

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

Quality: 951 global accepts · Rating: 2000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, two pointers
[hopele555's solution](#)

887.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[hopele555's solution](#)

888.

389E

[Fox and Card Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[hopele555's solution](#)

889.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[hopele555's solution](#)

890.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[hopele555's solution](#)

891.

368E

[Sereja and the Arrangement of Numbers](#) · Tutorial

Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, implementation

[hopele555's solution](#)

892.

1764D

[Doremy's Pegging Game](#) · Tutorial

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hopele555's solution](#)

893.

1733D2

[Zero-One \(Hard Version\)](#) · Tutorial

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hopele555's solution](#)

894.

1156C

[Match Points](#) · Tutorial

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[hopele555's solution](#)

895.

1726D

[Edge Split](#) · Tutorial

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[hopele555's solution](#)

896.

1487E

[Cheap Dinner](#) · Tutorial

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[hopele555's solution](#)

897.

1438C

[Engineer Artem](#) · Tutorial

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[hopele555's solution](#)

898.

1712D

[Empty Graph](#) · Tutorial

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[hopele555's solution](#)

899.

1702G2

[Passable Paths \(hard version\)](#) · Tutorial

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[hopele555's solution](#)

900.

1674G

[Remove Directed Edges](#) · Tutorial

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
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901.

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
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902.

1686D

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Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers
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903.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
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904.

1680E

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Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
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905.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
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906.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
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907.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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908.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
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909.

1454E

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Quality: 6,623 global accepts · Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
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910.

1493C

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Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
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911.

380C

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Quality: 19,782 global accepts · Rating: 2000 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
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912.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
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913.

2152E

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Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
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914.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
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915.

2127E

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Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[hopele555's solution](#)

916.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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917.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[hopele555's solution](#)

918.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
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919.

1163D

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Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[hopele555's solution](#)

920.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[hopele555's solution](#)

921.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

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922.

1920E

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Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hopele555's solution](#)

923.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[hopele555's solution](#)

924.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[hopele555's solution](#)

925.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[hopele555's solution](#)

926.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[hopele555's solution](#)

927.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[hopele555's solution](#)

928.

1365F

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Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[hopele555's solution](#)

929.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[hopele555's solution](#)

930.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

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931.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[hopele555's solution](#)

932.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math, sortings
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933.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
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934.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

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935.

546E

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Quality: 4,314 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math
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936.

1801D

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Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
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937.

552E

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Quality: 1,737 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
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938.

1778D

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Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
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939.

1787E

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940.

1364D

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Quality: 4,962 global accepts · Rating: 2100 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
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941.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

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[hopele555's solution](#)

942.

1530E

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Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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943.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

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944.

1355E

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Quality: 5,834 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[hopele555's solution](#)

945.

1729G

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Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

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946.

609E

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Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-06-17 · last AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[hopele555's solution](#)

947.

1547G

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Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hopele555's solution](#)

948.

1593F

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[hopele555's solution](#)

949.

1213F

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Quality: 3,021 global accepts · Rating: 2100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[hopele555's solution](#)

950.

1354E

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951.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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952.

519E

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953.

466E

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954.

1684E

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955.

1671E

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956.

373E

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Rating: 2100 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

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957.

1265E

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958.

936B

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

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959.

1555E

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960.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

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961.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

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962.

2140E1

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Quality: 2,109 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

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963.

2089C1

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Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

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964.

2062D

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Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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965.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

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966.

526D

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Quality: 2,446 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

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967.

76A

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Quality: 2,264 global accepts · Rating: 2200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees

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968.

604E

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Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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969.

1806E

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Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

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970.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math

[hopele555's solution](#)

971.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[hopele555's solution](#)

972.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[hopele555's solution](#)

973.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

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974.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

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975.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

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976.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[hopele555's solution](#)

977.

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[hopele555's solution](#)

978.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[hopele555's solution](#)

979.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[hopele555's solution](#)

980.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hopele555's solution](#)

981.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[hopele555's solution](#)

982.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings

[hopele555's solution](#)

983.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[hopele555's solution](#)

984.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[hopele555's solution](#)

985.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[hopele555's solution](#)

986.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

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987.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[hopele555's solution](#)

988.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[hopele555's solution](#)

989.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[hopele555's solution](#)

990.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[hopele555's solution](#)

991.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hopele555's solution](#)

992.

1721E

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Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

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993.

1438D

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1704E

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995.

1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

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1437E

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1504E

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998.

1520F2

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999.

1505I

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1000.

1407D

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1001.

1515E

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1002.

11D

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1003.

2187C

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1004.

2190C

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Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
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1005.

2129C3

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1006.

2089B2

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

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1007.

2066C

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Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1008.

2002E

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1009.

2002D2

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1010.

1967C

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Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
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1011.

1928E

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Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

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1012.

1919F1

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Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[hopele555's solution](#)

1013.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[hopele555's solution](#)

1014.

1849E

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Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

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1015.

1748E

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[hopele555's solution](#)

1016.

1395E

[Boboniu Walks on Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, hashing

[hopele555's solution](#)

1017.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[hopele555's solution](#)

1018.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

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1019.

1552E

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

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1020.

1834E

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1021.

1842E

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

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1022.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

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1023.

1513E

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1024.

1603C

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1025.

1380E

[Merging Towers](#) · [Tutorial](#)

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1026.

1323E

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1027.

1824B2

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1028.

1798E

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1029.

856B

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1030.

732F

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1031.

785D

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Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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1032.

1780F

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1033.

1781E

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Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

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1034.

1783E

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Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[hopele555's solution](#)

1035.

1188B

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1036.

1743F

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Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

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1037.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[hopele555's solution](#)

1038.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

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1039.

1728E

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1040.

1536E

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Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math, shortest

paths

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1041.

1712E1

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1042.

1705E

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1043.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[hopele555's solution](#)

1044.

1404C

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1045.

1699D

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1046.

1698E

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1047.

1691E

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1048.

558E

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Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

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1049.

2161E

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Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

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1050.

2066D1

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

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1051.

1984E

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Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
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1052.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
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1053.

1852C

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1054.

1592E

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1055.

1673F

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1056.

1848F

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Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
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1594F

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1058.

1719F

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1059.

1844E

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1060.

1638E

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1061.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, two pointers

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1062.

1761E

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Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[hopele555's solution](#)

1063.

1777F

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Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

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1064.

1839E

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Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

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1065.

1830C

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1066.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

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1067.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[hopele555's solution](#)

1068.

1826E

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1069.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[hopele555's solution](#)

1070.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[hopele555's solution](#)

1071.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[hopele555's solution](#)

1072.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[hopele555's solution](#)

1073.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[hopele555's solution](#)

1074.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[hopele555's solution](#)

1075.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[hopele555's solution](#)

1076.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[hopele555's solution](#)

1077.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

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1078.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[hopele555's solution](#)

1079.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

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1080.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs,

greedy, interactive, shortest paths, trees

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1081.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[hopele555's solution](#)

1082.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[hopele555's solution](#)

1083.

1713E

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Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[hopele555's solution](#)

1084.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[hopele555's solution](#)

1085.

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[hopele555's solution](#)

1086.

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hopele555's solution](#)

1087.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[hopele555's solution](#)

1088.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[hopele555's solution](#)

1089.

94E

[Azembler](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[hopele555's solution](#)

1090.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data

structures, dfs and similar, greedy, math, sortings

[hopele555's solution](#)

1091.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[hopele555's solution](#)

1092.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[hopele555's solution](#)

1093.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[hopele555's solution](#)

1094.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[hopele555's solution](#)

1095.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[hopele555's solution](#)

1096.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hopele555's solution](#)

1097.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[hopele555's solution](#)

1098.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hopele555's solution](#)

1099.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[hopele555's solution](#)

1100.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[hopele555's solution](#)

1101.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[hopele555's solution](#)

1102.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[hopele555's solution](#)

1103.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[hopele555's solution](#)

1104.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[hopele555's solution](#)

1105.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[hopele555's solution](#)

1106.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[hopele555's solution](#)

1107.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[hopele555's solution](#)

1108.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[hopele555's solution](#)

1109.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[hopele555's solution](#)

1110.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[hopele555's solution](#)

1111.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[hopele555's solution](#)

1112.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[hopele555's solution](#)

1113.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[hopele555's solution](#)

1114.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hopele555's solution](#)

1115.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[hopele555's solution](#)

1116.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[hopele555's solution](#)

1117.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[hopele555's solution](#)

1118.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[hopele555's solution](#)

1119.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[hopele555's solution](#)

1120.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[hopele555's solution](#)

1121.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
[hopele555's solution](#)

1122.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[hopele555's solution](#)

1123.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures
[hopele555's solution](#)

1124.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[hopele555's solution](#)

1125.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[hopele555's solution](#)

1126.

1323F

[Reality Show](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[hopele555's solution](#)

1127.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
[hopele555's solution](#)

1128.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hopele555's solution](#)

1129.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[hopele555's solution](#)

1130.

104797I

[Regional development](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1131.

104797A

[Airline](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1132.

104797E

[Fishing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1133.

104797F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1134.

104797K

[Single-track railway](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1135.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1136.

104871G

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

Rating: — · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1137.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1138.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1139.

104871I

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

Rating: — · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1140.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1141.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1142.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1143.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1144.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1145.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1146.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1147.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1148.

106178B

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

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1149.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1150.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1151.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1152.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1153.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1154.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1155.

104847H

[Rebellious Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1156.

104847D

[JCPC Registration System](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1157.

104847C

[Huawei Frequencies Selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1158.

104847F

[Toll Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1159.

104847J

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

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1160.

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1161.

104847A

[Quantum Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1162.

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1163.

104842F

[Fun at Luggage Claim](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1164.

104842K

[King and Zeroing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1165.

104842G

[Game With Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1166.

104842C

[C and Pascal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1167.

104842D

[Deep Primes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1168.

104842B

[Basketball Plus-Minus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1169.

104842A

[Adventure in Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1170.

104848C

[Socks Drying](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1171.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1172.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1173.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1174.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1175.

104848G

[Double Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1176.

104848H

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

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1177.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1178.

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1179.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1180.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hopele555's solution](#)

1181.

103811K

[Kario Mart](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1182.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1183.

102114D

[Daylight](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1184.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1185.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1186.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1187.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1188.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1189.

104025M

[Counting in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1190.

102962D

[Long puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1191.

104180I

[A Rainy Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1192.

104758A

[Alaric Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1193.

102343F

[More or Less](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1194.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1195.

105017B

[Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1196.

101655M

[Mass Production](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[hopele555's solution](#)

1197.

100551E

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

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1198.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1199.

104922H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1200.

102893I

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

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1201.

102893H

[Hard Work](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1202.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1203.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1204.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1205.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1206.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1207.

102893F

[SMS from MCHS · Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1208.

102893A

[Bank Transfer · Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1209.

1042916

[A=00DCT@CT=Dd8Dð](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1210.

104243C

[A=00DCT@CT=Dd8Dð 7C 4C GC](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1211.

397C

[On Number of Decompositions into Multipliers · Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[hopele555's solution](#)

1212.

102203D

[A=00DCT@CT=Dd8Dð](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1213.

103631A

[A=00DCT@CT=Dd8Dð D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1214.

103631C

[A=00DCT@CT=Dd8Dð 5D =D´5 C\\$KDT>CD=D´5](#)

Rating: — · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1215.

1036326

[BÔD076 A=00DCT@CT=Dd8Dð 4C,,FC,,O CÔ0 B 8D 8D4A](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1216.

103631B

[A=00DCT@CT=Dd8Dð 8CÄ8Ct0Dd8Dð 7C :D4?Cä:](#)

Rating: — · first AC: 2022-04-02 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1217.

104094B

[GPS Hack · Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1218.

1035336

[B → DB, @ Cä2C=0 CD @ Cä1CT9](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1219.

1035324

[AÄDDrA, 2D²Ô?C ;C,,=CD @ Cä<D°](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1220.

1035323

[B\\$@CTCC4>C`LCÔ0Dò 3Cä;Cä2Cä;Cä<C=0](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1221.

1035322

[A@D13 ND"8C' @ Cä1CäB](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1222.

1035321

[Bt5CÄ7C, >CÔ0D" ?Cä CD BCÔ>CÄC D GCTBD0](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1223.

100012E

[Rabbit Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1224.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees
[hopele555's solution](#)

1225.

1029367

[BTD, 8CR @ C AC= @ C AC=8](#)

Rating: — · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[hopele555's solution](#)

1226.

1017147

[A@CäBC DCT9CT@C\\$5D :C](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[hopele555's solution](#)

1227.

1020863

[A ZDS=CÄ0D\\$8Ct0Dd8Dò AC=;C 4C](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[hopele555's solution](#)

1228.

1005863

[B5C=0!](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[hopele555's solution](#)

1229.

1005861

[ASKC&D 7C ;C](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hopele555's solution](#)

1230.

1005862

[A@C@7D°](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[hopele555's solution](#)

1231.

100957G

[A,3D0A\\$0D 8](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[hopele555's solution](#)

1232.

396B

[On Sum of Fractions · Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hopele555's solution](#)

1233.

1024791

[B U C t e ä A D \\$ L C = 2 C 4 D 0 D \\$ > C](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hopele555's solution](#)

1234.

101315B

[B \\$ 5 C i s D D > C Ô = D ´ 5 C Ô > C Ä 5 D 0](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hopele555's solution](#)

1235.

101315A

[A i B D \\$ 5 C ô 5 C ´ L](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[hopele555's solution](#)

1236.

100012C

[A+B · Tutorial](#)

Rating: — · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: —

[hopele555's solution](#)