

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

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# Unique solved — hxhxxh

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Count: 760

1.

2161A

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2.

2062A

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3.

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4.

2039A

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5.

2029A

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6.

1978B

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1978A

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Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [sortings](#)  
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8.

1728A

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9.

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1686B

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664A

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**13.**

1847A

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**19.**

1765B

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**20.**

1761A

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**21.**

1750B

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**22.**

1750A

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1746B

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1746A

[Maxmina](#) · [Tutorial](#)

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**25.**

1738A

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**26.**

1717A

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1715A

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**28.**

1720B

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**29.**

1712B

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**30.**

1712A

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1716B

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1716A

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1711A

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**40.**

1702B

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**41.**

1702A

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**42.**

1701B

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1698A

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1656A

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1654B

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**48.**

1654A

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**50.**

1674A

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**51.**

1673A

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1657B

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1657A

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**54.**

1647A

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**55.**

1651B

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**56.**

1651A

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**59.**

1644B

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1644A

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**61.**

1637A

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**62.**

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**64.**

1605A

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**66.**

1604A

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**68.**

1560C

[Infinity Table](#) · [Tutorial](#)

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**69.**

1560B

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**70.**

1560A

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1593A

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2062B

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**74.**

1806B

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1737A

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**76.**

1726A

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1720A

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1709B

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**79.**

1705B

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**81.**

616A

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**82.**

622B

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**83.**

598A

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Quality: 32,218 global accepts · Rating: 900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
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- 84.**  
1607B  
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1559B  
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- 86.**  
1559A  
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- 91.**  
1798B  
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- 92.**  
1785A  
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1765M  
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1765E  
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1761B

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**96.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,609 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[hxhxxh's solution](#)

**97.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[hxhxxh's solution](#)

**98.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[hxhxxh's solution](#)

**99.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hxhxxh's solution](#)

**100.**

1674C

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

Quality: 26,356 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[hxhxxh's solution](#)

**101.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hxhxxh's solution](#)

**102.**

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-01-26 · last AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hxhxxh's solution](#)

**103.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-01-20 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[hxhxxh's solution](#)

**104.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hxhxxh's solution](#)

**105.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hxhxxh's solution](#)

**106.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[hxhxxh's solution](#)

**107.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[hxhxxh's solution](#)

**108.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[hxhxxh's solution](#)

**109.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[hxhxxh's solution](#)

**110.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[hxhxxh's solution](#)

**111.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[hxhxxh's solution](#)

**112.**

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[hxhxxh's solution](#)

**113.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[hxhxxh's solution](#)

**114.**

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[hxhxxh's solution](#)

**115.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hxhxxh's solution](#)

## 116.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hxhxxh's solution](#)

## 117.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[hxhxxh's solution](#)

## 118.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,413 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hxhxxh's solution](#)

## 119.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[hxhxxh's solution](#)

## 120.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[hxhxxh's solution](#)

## 121.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,776 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[hxhxxh's solution](#)

## 122.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hxhxxh's solution](#)

## 123.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[hxhxxh's solution](#)

## 124.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[hxhxxh's solution](#)

## 125.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[hxhxxh's solution](#)

**126.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,557 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[hxhxxh's solution](#)

**127.**

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[hxhxxh's solution](#)

**128.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[hxhxxh's solution](#)

**129.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[hxhxxh's solution](#)

**130.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hxhxxh's solution](#)

**131.**

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hxhxxh's solution](#)

**132.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hxhxxh's solution](#)

**133.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[hxhxxh's solution](#)

**134.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,793 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[hxhxxh's solution](#)

**135.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[hxhxxh's solution](#)

**136.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[hxhxxh's solution](#)

**137.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hxhxxh's solution](#)

**138.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[hxhxxh's solution](#)

**139.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hxhxxh's solution](#)

**140.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**141.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hxhxxh's solution](#)

**142.**

1433D

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

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[hxhxxh's solution](#)

**143.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[hxhxxh's solution](#)

**144.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[hxhxxh's solution](#)

**145.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[hxhxxh's solution](#)

**146.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math  
[hxhxxh's solution](#)

**147.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[hxhxxh's solution](#)

**148.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[hxhxxh's solution](#)

**149.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[hxhxxh's solution](#)

**150.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[hxhxxh's solution](#)

**151.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[hxhxxh's solution](#)

**152.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[hxhxxh's solution](#)

**153.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[hxhxxh's solution](#)

**154.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math  
[hxhxxh's solution](#)

**155.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[hxhxxh's solution](#)

**156.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hxhxxh's solution](#)

**157.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[hxhxxh's solution](#)

**158.**

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hxhxxh's solution](#)

**159.**

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hxhxxh's solution](#)

**160.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hxhxxh's solution](#)

**161.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[hxhxxh's solution](#)

**162.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2022-01-15 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[hxhxxh's solution](#)

**163.**

598B

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

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hxhxxh's solution](#)

**164.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[hxhxxh's solution](#)

**165.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[hxhxxh's solution](#)

**166.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[hxhxxh's solution](#)

**167.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[hxhxxh's solution](#)

**168.**

1454D

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

Quality: 22,148 global accepts · Rating: 1300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[hxhxxh's solution](#)

**169.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[hxhxxh's solution](#)

**170.**

1547D

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

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[hxhxxh's solution](#)

**171.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings  
[hxhxxh's solution](#)

**172.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[hxhxxh's solution](#)

**173.**

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  
[hxhxxh's solution](#)

**174.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[hxhxxh's solution](#)

**175.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,240 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings  
[hxhxxh's solution](#)

**176.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[hxhxxh's solution](#)

**177.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[hxhxxh's solution](#)

**178.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[hxhxxh's solution](#)

**179.**

1706C

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

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

[hxhxxh's solution](#)

**180.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hxhxxh's solution](#)

**181.**

1701C

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

Quality: 23,843 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[hxhxxh's solution](#)

**182.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[hxhxxh's solution](#)

**183.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[hxhxxh's solution](#)

**184.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hxhxxh's solution](#)

**185.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[hxhxxh's solution](#)

**186.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2022-01-23 · last AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, math

[hxhxxh's solution](#)

**187.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[hxhxxh's solution](#)

**188.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[hxhxxh's solution](#)

**189.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,424 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[hxhxxh's solution](#)

**190.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[hxhxxh's solution](#)

**191.**

1374D

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

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers  
[hxhxxh's solution](#)

**192.**

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
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**193.**

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy  
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**194.**

1506D

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

Quality: 25,536 global accepts · Rating: 1400 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
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**195.**

1520E

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Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
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**196.**

1579D

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Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
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**197.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

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2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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[Pearls in a Row](#) · [Tutorial](#)

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1765K

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Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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1765N

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1753A2

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1738C

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## 207.

1711C

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**208.**

1673C

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**209.**

1651C

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609C

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**211.**

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1102D

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1141D

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1154D

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**216.**

1256D

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**221.**

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1399D

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1409D

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**225.**

1426D

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**226.**

1462E1

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1506E

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1579C

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1798D

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1801A

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1708C

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616D

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600A

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1015D

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1165E

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1165D

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1294D

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**251.**

1196D2

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1203D1

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**253.**

1213D2

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[hxhxxh's solution](#)

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1607E

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1374E1

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1475E

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1512E

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1593E

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2161B

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1765D

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1715C

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1709D

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1706D1

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1702F

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**271.**

632C

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622C

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**274.**

1176E

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1006D

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1015E1

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1102E

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1118E

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1118D1

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**281.**

1118D2

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**283.**

1157E

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**284.**

1249E

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**285.**

1203D2

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1324E

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[hxhxxh's solution](#)

**287.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[hxhxxh's solution](#)

**288.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers  
[hxhxxh's solution](#)

**289.**

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers  
[hxhxxh's solution](#)

**290.**

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[hxhxxh's solution](#)

**291.**

1538D

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

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[hxhxxh's solution](#)

**292.**

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · last AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[hxhxxh's solution](#)

**293.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hxhxxh's solution](#)

**294.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[hxhxxh's solution](#)

**295.**

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[hxhxxh's solution](#)

**296.**

2039C2

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

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

[hxhxxh's solution](#)

**297.**

1965B

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

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

[hxhxxh's solution](#)

**298.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[hxhxxh's solution](#)

**299.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[hxhxxh's solution](#)

**300.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[hxhxxh's solution](#)

**301.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[hxhxxh's solution](#)

**302.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[hxhxxh's solution](#)

**303.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[hxhxxh's solution](#)

**304.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[hxhxxh's solution](#)

**305.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[hxhxxh's solution](#)

**306.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[hxhxxh's solution](#)

**307.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hxhxxh's solution](#)

**308.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[hxhxxh's solution](#)

**309.**

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory  
[hxhxxh's solution](#)

**310.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[hxhxxh's solution](#)

**311.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings, two pointers  
[hxhxxh's solution](#)

**312.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[hxhxxh's solution](#)

**313.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2022-01-15 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[hxhxxh's solution](#)

**314.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2021-11-11 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings  
[hxhxxh's solution](#)

**315.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[hxhxxh's solution](#)

**316.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[hxhxxh's solution](#)

**317.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation  
[hxhxxh's solution](#)

**318.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[hxhxxh's solution](#)

**319.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[hxhxxh's solution](#)

**320.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, two pointers  
[hxhxxh's solution](#)

**321.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings  
[hxhxxh's solution](#)

**322.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[hxhxxh's solution](#)

**323.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[hxhxxh's solution](#)

**324.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[hxhxxh's solution](#)

**325.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,443 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths  
[hxhxxh's solution](#)

**326.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings  
[hxhxxh's solution](#)

**327.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math  
[hxhxxh's solution](#)

**328.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers  
[hxhxxh's solution](#)

**329.**

1367D

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

Quality: 8,810 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[hxhxxh's solution](#)

**330.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[hxhxxh's solution](#)

**331.**

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[hxhxxh's solution](#)

**332.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[hxhxxh's solution](#)

**333.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[hxhxxh's solution](#)

**334.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[hxhxxh's solution](#)

**335.**

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

[hxhxxh's solution](#)

**336.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[hxhxxh's solution](#)

**337.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[hxhxxh's solution](#)

**338.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hxhxxh's solution](#)

**339.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[hxhxxh's solution](#)

**340.**

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

[hxhxxh's solution](#)

**341.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[hxhxxh's solution](#)

**342.**

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2022-02-18 · last AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hxhxxh's solution](#)

**343.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[hxhxxh's solution](#)

**344.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,087 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[hxhxxh's solution](#)

**345.**

1704D

[Magical Array](#) · [Tutorial](#)

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

[hxhxxh's solution](#)

**346.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[hxhxxh's solution](#)

**347.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[hxhxxh's solution](#)

**348.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[hxhxxh's solution](#)

**349.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[hxhxxh's solution](#)

**350.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[hxhxxh's solution](#)

**351.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[hxhxxh's solution](#)

**352.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[hxhxxh's solution](#)

**353.**

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[hxhxxh's solution](#)

**354.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[hxhxxh's solution](#)

**355.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hxhxxh's solution](#)

**356.**

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[hxhxxh's solution](#)

**357.**

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[hxhxxh's solution](#)

**358.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[hxhxxh's solution](#)

**359.**

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[hxhxxh's solution](#)

**360.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[hxhxxh's solution](#)

**361.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[hxhxxh's solution](#)

**362.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[hxhxxh's solution](#)

**363.**

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[hxhxxh's solution](#)

**364.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory, strings

[hxhxxh's solution](#)

**365.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[hxhxxh's solution](#)

**366.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[hxhxxh's solution](#)

**367.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,845 global accepts · Rating: 1900 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[hxhxxh's solution](#)

**368.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-15 · last AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[hxhxxh's solution](#)

**369.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[hxhxxh's solution](#)

**370.**

1216E1

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

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[hxhxxh's solution](#)

**371.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[hxhxxh's solution](#)

**372.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,607 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[hxhxxh's solution](#)

**373.**

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[hxhxxh's solution](#)

**374.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2023-10-20 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[hxhxxh's solution](#)

**375.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2023-10-20 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[hxhxxh's solution](#)

**376.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-03 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[hxhxxh's solution](#)

**377.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[hxhxxh's solution](#)

**378.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[hxhxxh's solution](#)

**379.**

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[hxhxxh's solution](#)

**380.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math,

probabilities

[hxhxxh's solution](#)

**381.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[hxhxxh's solution](#)

**382.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,105 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[hxhxxh's solution](#)

**383.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[hxhxxh's solution](#)

**384.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[hxhxxh's solution](#)

**385.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[hxhxxh's solution](#)

**386.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hxhxxh's solution](#)

**387.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[hxhxxh's solution](#)

**388.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[hxhxxh's solution](#)

**389.**

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, sortings

[hxhxxh's solution](#)

**390.**

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2021-08-12 · last AC: 2022-02-14 · GNU C++11 (first AC) · Tags: geometry, implementation

[hxhxxh's solution](#)

**391.**

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2022-01-15 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[hxhxxh's solution](#)

**392.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-01-15 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[hxhxxh's solution](#)

**393.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[hxhxxh's solution](#)

**394.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[hxhxxh's solution](#)

**395.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[hxhxxh's solution](#)

**396.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[hxhxxh's solution](#)

**397.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[hxhxxh's solution](#)

**398.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[hxhxxh's solution](#)

**399.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[hxhxxh's solution](#)

**400.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[hxhxxh's solution](#)

**401.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[hxhxxh's solution](#)

**402.**

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings, strings

[hxhxxh's solution](#)

**403.**

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[hxhxxh's solution](#)

**404.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hxhxxh's solution](#)

**405.**

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

[hxhxxh's solution](#)

**406.**

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

[hxhxxh's solution](#)

**407.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[hxhxxh's solution](#)

**408.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[hxhxxh's solution](#)

**409.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[hxhxxh's solution](#)

**410.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[hxhxxh's solution](#)

**411.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[hxhxxh's solution](#)

**412.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[hxhxxh's solution](#)

**413.**

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings  
[hxhxxh's solution](#)

**414.**

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees  
[hxhxxh's solution](#)

**415.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[hxhxxh's solution](#)

**416.**

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, number theory  
[hxhxxh's solution](#)

**417.**

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry  
[hxhxxh's solution](#)

**418.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[hxhxxh's solution](#)

**419.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[hxhxxh's solution](#)

**420.**

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[hxhxxh's solution](#)

**421.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[hxhxxh's solution](#)

**422.**

1029E

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

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy  
[hxhxxh's solution](#)

**423.**

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[hxhxxh's solution](#)

**424.**

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings  
[hxhxxh's solution](#)

**425.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings  
[hxhxxh's solution](#)

**426.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math  
[hxhxxh's solution](#)

**427.**

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy  
[hxhxxh's solution](#)

**428.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[hxhxxh's solution](#)

**429.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2021-07-17 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[hxhxxh's solution](#)

**430.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math  
[hxhxxh's solution](#)

**431.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2022-01-23 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[hxhxxh's solution](#)

**432.**

858E

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

Quality: 533 global accepts · Rating: 2200 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[hxhxxh's solution](#)

**433.**

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[hxhxxh's solution](#)

**434.**

820C

[Mister B and Boring Game](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2200 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[hxhxxh's solution](#)

**435.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hxhxxh's solution](#)

**436.**

851E

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

Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[hxhxxh's solution](#)

**437.**

556E

[Case of Chocolate](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hxhxxh's solution](#)

**438.**

1046A

[AI robots](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hxhxxh's solution](#)

**439.**

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-10-26 · last AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[hxhxxh's solution](#)

**440.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[hxhxxh's solution](#)

**441.**

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2023-10-20 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[hxhxxh's solution](#)

**442.**

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hxhxxh's solution](#)

**443.**

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory, trees

[hxhxxh's solution](#)

**444.**

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2022-04-02 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[hxhxxh's solution](#)

**445.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[hxhxxh's solution](#)

**446.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[hxhxxh's solution](#)

**447.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[hxhxxh's solution](#)

**448.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hxhxxh's solution](#)

**449.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[hxhxxh's solution](#)

**450.**

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[hxhxxh's solution](#)

**451.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[hxhxxh's solution](#)

**452.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[hxhxxh's solution](#)

**453.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[hxhxxh's solution](#)

**454.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2022-04-05 · last AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[hxhxxh's solution](#)

**455.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[hxhxxh's solution](#)

**456.**

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, hashing

[hxhxxh's solution](#)

**457.**

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[hxhxxh's solution](#)

**458.**

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[hxhxxh's solution](#)

**459.**

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings

[hxhxxh's solution](#)

**460.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[hxhxxh's solution](#)

**461.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2022-01-24 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[hxhxxh's solution](#)

**462.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hxhxxh's solution](#)

**463.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[hxhxxh's solution](#)

**464.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[hxhxxh's solution](#)

**465.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[hxhxxh's solution](#)

**466.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[hxhxxh's solution](#)

**467.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[hxhxxh's solution](#)

**468.**

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[hxhxxh's solution](#)

**469.**

1216E2

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

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[hxhxxh's solution](#)

**470.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[hxhxxh's solution](#)

**471.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2022-01-15 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[hxhxxh's solution](#)

**472.**

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[hxhxxh's solution](#)

**473.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[hxhxxh's solution](#)

**474.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[hxhxxh's solution](#)

**475.**

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[hxhxxh's solution](#)

**476.**

248D

[Sweets for Everyone!](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2300 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[hxhxxh's solution](#)

**477.**

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[hxhxxh's solution](#)

**478.**

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, two pointers

[hxhxxh's solution](#)

**479.**

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[hxhxxh's solution](#)

**480.**

624D

[Array GCD](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[hxhxxh's solution](#)

**481.**

1875F

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[hxhxxh's solution](#)

**482.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-03-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[hxhxxh's solution](#)

**483.**

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[hxhxxh's solution](#)

**484.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[hxhxxh's solution](#)

**485.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[hxhxxh's solution](#)

**486.**

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[hxhxxh's solution](#)

**487.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[hxhxxh's solution](#)

**488.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[hxhxxh's solution](#)

**489.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[hxhxxh's solution](#)

**490.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[hxhxxh's solution](#)

**491.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[hxhxxh's solution](#)

**492.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[hxhxxh's solution](#)

**493.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy  
[hxhxxh's solution](#)

**494.**

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: math  
[hxhxxh's solution](#)

**495.**

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[hxhxxh's solution](#)

**496.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2022-01-15 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[hxhxxh's solution](#)

**497.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-01-30 · last AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[hxhxxh's solution](#)

**498.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[hxhxxh's solution](#)

**499.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees  
[hxhxxh's solution](#)

**500.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math  
[hxhxxh's solution](#)

**501.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[hxhxxh's solution](#)

**502.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[hxhxxh's solution](#)

**503.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[hxhxxh's solution](#)

**504.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[hxhxxh's solution](#)

**505.**

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[hxhxxh's solution](#)

**506.**

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[hxhxxh's solution](#)

**507.**

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[hxhxxh's solution](#)

**508.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[hxhxxh's solution](#)

**509.**

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[hxhxxh's solution](#)

**510.**

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[hxhxxh's solution](#)

**511.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[hxhxxh's solution](#)

**512.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math  
[hxhxxh's solution](#)

**513.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees  
[hxhxxh's solution](#)

**514.**

1032F

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

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[hxhxxh's solution](#)

**515.**

1210D

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

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[hxhxxh's solution](#)

**516.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[hxhxxh's solution](#)

**517.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings  
[hxhxxh's solution](#)

**518.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees  
[hxhxxh's solution](#)

**519.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[hxhxxh's solution](#)

**520.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-01-29 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees  
[hxhxxh's solution](#)

**521.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math  
[hxhxxh's solution](#)

**522.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[hxhxxh's solution](#)

**523.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings  
[hxhxxh's solution](#)

**524.**

2029F

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

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

**525.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities  
[hxhxxh's solution](#)

**526.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-01-29 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[hxhxxh's solution](#)

**527.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[hxhxxh's solution](#)

**528.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees  
[hxhxxh's solution](#)

**529.**

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[hxhxxh's solution](#)

**530.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[hxhxxh's solution](#)

**531.**

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[hxhxxh's solution](#)

**532.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[hxhxxh's solution](#)

**533.**

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hxhxxh's solution](#)

**534.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[hxhxxh's solution](#)

**535.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[hxhxxh's solution](#)

**536.**

841E

[On the Bench](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**537.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[hxhxxh's solution](#)

**538.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[hxhxxh's solution](#)

**539.**

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2022-02-16 · last AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, math

[hxhxxh's solution](#)

**540.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[hxhxxh's solution](#)

**541.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory  
[hxhxxh's solution](#)

**542.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2023-01-31 · last AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities  
[hxhxxh's solution](#)

**543.**

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: number theory  
[hxhxxh's solution](#)

**544.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[hxhxxh's solution](#)

**545.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-10-13 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle  
[hxhxxh's solution](#)

**546.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees  
[hxhxxh's solution](#)

**547.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs  
[hxhxxh's solution](#)

**548.**

1153F

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

Quality: 931 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[hxhxxh's solution](#)

**549.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[hxhxxh's solution](#)

**550.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[hxhxxh's solution](#)

**551.**

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[hxhxxh's solution](#)

**552.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: math  
[hxhxxh's solution](#)

**553.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, strings  
[hxhxxh's solution](#)

**554.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees  
[hxhxxh's solution](#)

**555.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[hxhxxh's solution](#)

**556.**

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math  
[hxhxxh's solution](#)

**557.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing  
[hxhxxh's solution](#)

**558.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees  
[hxhxxh's solution](#)

**559.**

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[hxhxxh's solution](#)

**560.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[hxhxxh's solution](#)

**561.**

1682F

[MCMF? · Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[hxhxxh's solution](#)

**562.**

339E

[Three Swaps · Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[hxhxxh's solution](#)

**563.**

1627F

[Not Splitting · Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2023-02-15 · last AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[hxhxxh's solution](#)

**564.**

191D

[Metro Scheme · Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[hxhxxh's solution](#)

**565.**

991F

[Concise and clear · Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2024-06-20 · last AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[hxhxxh's solution](#)

**566.**

1720E

[Misha and Paintings · Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[hxhxxh's solution](#)

**567.**

1924D

[Balanced Subsequences · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[hxhxxh's solution](#)

**568.**

1887D

[Split · Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[hxhxxh's solution](#)

**569.**

293D

[Ksusha and Square · Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, probabilities, two pointers

[hxhxxh's solution](#)

**570.**

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-02-10 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, math

[hxhxxh's solution](#)

**571.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[hxhxxh's solution](#)

**572.**

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[hxhxxh's solution](#)

**573.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, fft

[hxhxxh's solution](#)

**574.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[hxhxxh's solution](#)

**575.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-10-08 · last AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[hxhxxh's solution](#)

**576.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[hxhxxh's solution](#)

**577.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-02-06 · last AC: 2024-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hxhxxh's solution](#)

**578.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[hxhxxh's solution](#)

**579.**

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[hxhxxh's solution](#)

**580.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[hxhxxh's solution](#)

**581.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[hxhxxh's solution](#)

**582.**

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2023-10-16 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, geometry, trees

[hxhxxh's solution](#)

**583.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[hxhxxh's solution](#)

**584.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[hxhxxh's solution](#)

**585.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[hxhxxh's solution](#)

**586.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[hxhxxh's solution](#)

**587.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-05-12 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[hxhxxh's solution](#)

**588.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2022-01-15 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[hxhxxh's solution](#)

**589.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-01-23 · last AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[hxhxxh's solution](#)

**590.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[hxhxxh's solution](#)

**591.**

1500D

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

Quality: 587 global accepts · Rating: 2900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[hxhxxh's solution](#)

**592.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hxhxxh's solution](#)

**593.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hxhxxh's solution](#)

**594.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[hxhxxh's solution](#)

**595.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: flows

[hxhxxh's solution](#)

**596.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-11-27 · last AC: 2024-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[hxhxxh's solution](#)

**597.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, math

[hxhxxh's solution](#)

**598.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[hxhxxh's solution](#)

**599.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[hxhxxh's solution](#)

**600.**

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, flows  
[hxhxxh's solution](#)

**601.**

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graph matchings, graphs  
[hxhxxh's solution](#)

**602.**

1030G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[hxhxxh's solution](#)

**603.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle  
[hxhxxh's solution](#)

**604.**

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[hxhxxh's solution](#)

**605.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math  
[hxhxxh's solution](#)

**606.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math  
[hxhxxh's solution](#)

**607.**

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings  
[hxhxxh's solution](#)

**608.**

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math  
[hxhxxh's solution](#)

**609.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees  
[hxhxxh's solution](#)

**610.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, shortest paths, strings

[hxhxxh's solution](#)

**611.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-26 · last AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[hxhxxh's solution](#)

**612.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[hxhxxh's solution](#)

**613.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[hxhxxh's solution](#)

**614.**

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[hxhxxh's solution](#)

**615.**

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[hxhxxh's solution](#)

**616.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, sortings

[hxhxxh's solution](#)

**617.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hxhxxh's solution](#)

**618.**

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[hxhxxh's solution](#)

**619.**

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hxhxxh's solution](#)

**620.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · last AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[hxhxxh's solution](#)

**621.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[hxhxxh's solution](#)

**622.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[hxhxxh's solution](#)

**623.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[hxhxxh's solution](#)

**624.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[hxhxxh's solution](#)

**625.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[hxhxxh's solution](#)

**626.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-10 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[hxhxxh's solution](#)

**627.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[hxhxxh's solution](#)

**628.**

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[hxhxxh's solution](#)

**629.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, probabilities, trees

[hxhxxh's solution](#)

**630.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-11-01 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[hxhxxh's solution](#)

**631.**

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-02-14 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[hxhxxh's solution](#)

**632.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[hxhxxh's solution](#)

**633.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[hxhxxh's solution](#)

**634.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees

[hxhxxh's solution](#)

**635.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[hxhxxh's solution](#)

**636.**

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[hxhxxh's solution](#)

**637.**

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, geometry

[hxhxxh's solution](#)

**638.**

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, probabilities

[hxhxxh's solution](#)

**639.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[hxhxxh's solution](#)

## 640.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[hxhxxh's solution](#)

## 641.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[hxhxxh's solution](#)

## 642.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[hxhxxh's solution](#)

## 643.

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-04-16 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hxhxxh's solution](#)

## 644.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[hxhxxh's solution](#)

## 645.

1874G

[Jellyfish and Inscryption](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hxhxxh's solution](#)

## 646.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-03-16 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[hxhxxh's solution](#)

## 647.

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hxhxxh's solution](#)

## 648.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[hxhxxh's solution](#)

## 649.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[hxhxxh's solution](#)

**650.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-01-31 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[hxhxxh's solution](#)

**651.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**652.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**653.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[hxhxxh's solution](#)

**654.**

2222D

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

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[hxhxxh's solution](#)

**655.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[hxhxxh's solution](#)

**656.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hxhxxh's solution](#)

**657.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[hxhxxh's solution](#)

**658.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[hxhxxh's solution](#)

**659.**

103148D

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**660.**

102361B

[The Tree of Haruhi Suzumiya](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**661.**

100268L

[Wi-fi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**662.**

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**663.**

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**664.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-22 · PHP (first AC) · Tags: \*special, binary search, brute force

[hxhxxh's solution](#)

**665.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-22 · PHP (first AC) · Tags: \*special, games, interactive

[hxhxxh's solution](#)

**666.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-22 · PHP (first AC) · Tags: \*special, string suffix structures

[hxhxxh's solution](#)

**667.**

103371L

[Utilitarianism 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · last AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**668.**

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**669.**

103577G

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

Rating: — · first AC: 2024-04-07 · last AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**670.**

102586J

[Median Replace Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**671.**

102443E

[Hide-and-Seek for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**672.**

104023M

[String Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · last AC: 2024-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**673.**

104803D

[YinYinSSa](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**674.**

104172I

[Range Closest Pair of Points Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · last AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hxhxxh's solution](#)

**675.**

100956G

[Pencil of Wishing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**676.**

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · last AC: 2024-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**677.**

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**678.**

101365C

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

Rating: — · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**679.**

100876H

[Mafia forever!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**680.**

102979D

[Designing a PCB](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**681.**

102354D

[Magic Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · last AC: 2024-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**682.**

101252B

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**683.**

100343G

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

Rating: — · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**684.**

100365G

[Machine Learning](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**685.**

100363I

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

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**686.**

100210J

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**687.**

100215K

[Words Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**688.**

100324E

[Formula 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**689.**

100491I

[Intercity Express](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**690.**

100512A

[Abstract Dances](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**691.**

104803C

[Sivri](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**692.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2024-06-19 · Text (first AC) · Tags: \*special, constructive algorithms  
[hxhxxh's solution](#)

**693.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2024-05-28 · PHP (first AC) · Tags: \*special, constructive algorithms, geometry, math  
[hxhxxh's solution](#)

**694.**

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks, geometry  
[hxhxxh's solution](#)

**695.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-05-28 · PHP (first AC) · Tags: \*special, implementation  
[hxhxxh's solution](#)

**696.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, math  
[hxhxxh's solution](#)

**697.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-05-28 · PyPy 3 (first AC) · Tags: \*special, strings  
[hxhxxh's solution](#)

**698.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-05-28 · PHP (first AC) · Tags: \*special, strings  
[hxhxxh's solution](#)

**699.**

103260H

[Excluded Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**700.**

103640D

[Daily Turnovers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**701.**

102992B

[Baby's First Suffix Array Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**702.**

103652F

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

Rating: — · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**703.**

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**704.**

104345A

[Ring Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · last AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**705.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**706.**

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**707.**

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**708.**

100402F

[Reversing Prefixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**709.**

103371D

[Flowerbed Redecoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**710.**

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**711.**

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**712.**

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**713.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**714.**

103627H

[Endless Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · last AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**715.**

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**716.**

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**717.**

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**718.**

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**719.**

100960D

[Handling a Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**720.**

103102G

[Simple Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**721.**

104023H

[Party Animals](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · last AC: 2024-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**722.**

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**723.**

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[hxhxxh's solution](#)

**724.**

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**725.**

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**726.**

101806R

[Recipe](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · last AC: 2024-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**727.**

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**728.**

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**729.**

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**730.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**731.**

103371M

[Yet Another Range Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**732.**

102979A

[Another Tree Queries Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**733.**

100131K

[A = 5040 - C, = C\\$5D AC, ,8](#)

Rating: — · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**734.**

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**735.**

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**736.**

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**737.**

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hxhxxh's solution](#)

**738.**

100287H

[Hard Life](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**739.**

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**740.**

100729F

[Pool construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**741.**

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**742.**

104803B

[NTutorial](#)

Rating: — · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**743.**

104803A

[Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**744.**

104095L

[YusMal](#)

Rating: — · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**745.**

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**746.**

100025C

[Amoeba](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**747.**

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hxhxxh's solution](#)

**748.**

100078J

[Journey with Pigs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**749.**

103652B

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

Rating: — · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**750.**

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**751.**

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[hxhxxh's solution](#)

**752.**

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2023-09-18 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[hxhxxh's solution](#)

**753.**

104071B

[UjNqNUp](#)

Rating: — · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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