

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

<https://cfelitetracker.vercel.app>

Unique solved — hyforces

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

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

Filters: none

Count: 442

1.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[hyforces's solution](#)

2.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hyforces's solution](#)

3.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[hyforces's solution](#)

4.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hyforces's solution](#)

5.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[hyforces's solution](#)

6.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hyforces's solution](#)

7.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hyforces's solution](#)

8.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[hyforces's solution](#)

9.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[hyforces's solution](#)

10.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[hyforces's solution](#)

11.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hyforces's solution](#)

12.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[hyforces's solution](#)

13.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hyforces's solution](#)

14.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[hyforces's solution](#)

15.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[hyforces's solution](#)

16.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,240 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[hyforces's solution](#)

17.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hyforces's solution](#)

18.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[hyforces's solution](#)

19.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hyforces's solution](#)

20.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[hyforces's solution](#)

21.

1701B

[Permutation](#) · [Tutorial](#)

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

22.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hyforces's solution](#)

23.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[hyforces's solution](#)

24.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games
[hyforces's solution](#)

25.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hyforces's solution](#)

26.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hyforces's solution](#)

27.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[hyforces's solution](#)

28.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[hyforces's solution](#)

29.

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation
[hyforces's solution](#)

30.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, sortings
[hyforces's solution](#)

31.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: greedy
[hyforces's solution](#)

32.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[hyforces's solution](#)

33.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hyforces's solution](#)

34.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[hyforces's solution](#)

35.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[hyforces's solution](#)

36.

1696B

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

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[hyforces's solution](#)

37.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[hyforces's solution](#)

38.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: greedy, sortings
[hyforces's solution](#)

39.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation
[hyforces's solution](#)

40.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyforces's solution](#)

41.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[hyforces's solution](#)

42.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[hyforces's solution](#)

43.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[hyforces's solution](#)

44.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hyforces's solution](#)

45.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hyforces's solution](#)

46.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,916 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[hyforces's solution](#)

47.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[hyforces's solution](#)

48.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hyforces's solution](#)

49.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[hyforces's solution](#)

50.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: implementation

[hyforces's solution](#)

51.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: sortings

[hyforces's solution](#)

52.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: math, sortings

[hyforces's solution](#)

53.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[hyforces's solution](#)

54.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyforces's solution](#)

55.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation
[hyforces's solution](#)

56.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[hyforces's solution](#)

57.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[hyforces's solution](#)

58.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[hyforces's solution](#)

59.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[hyforces's solution](#)

60.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[hyforces's solution](#)

61.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[hyforces's solution](#)

62.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: dp, implementation
[hyforces's solution](#)

63.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[hyforces's solution](#)

64.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[hyforces's solution](#)

65.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[hyforces's solution](#)

66.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[hyforces's solution](#)

67.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[hyforces's solution](#)

68.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[hyforces's solution](#)

69.

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[hyforces's solution](#)

70.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: greedy, sortings
[hyforces's solution](#)

71.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[hyforces's solution](#)

72.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[hyforces's solution](#)

73.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 1200 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
[hyforces's solution](#)

74.

958C1

[Encryption \(easy\) · Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: brute force

[hyforces's solution](#)

75.

914B

[Conan and Agasa play a Card Game · Tutorial](#)

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[hyforces's solution](#)

76.

940A

[Points on the line · Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[hyforces's solution](#)

77.

1889A

[Qingshan Loves Strings 2 · Tutorial](#)

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

[hyforces's solution](#)

78.

1868A

[Fill in the Matrix · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[hyforces's solution](#)

79.

1864C

[Divisor Chain · Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[hyforces's solution](#)

80.

1844C

[Particles · Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[hyforces's solution](#)

81.

1821C

[Tear It Apart · Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[hyforces's solution](#)

82.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[hyforces's solution](#)

83.

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

[hyforces's solution](#)

84.

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[hyforces's solution](#)

85.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[hyforces's solution](#)

86.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[hyforces's solution](#)

87.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: greedy, strings

[hyforces's solution](#)

88.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[hyforces's solution](#)

89.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2018-05-02 · last AC: 2018-05-02 · GNU C++11 (first AC) · Tags: graphs

[hyforces's solution](#)

90.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[hyforces's solution](#)

91.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[hyforces's solution](#)

92.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[hyforces's solution](#)

93.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[hyforces's solution](#)

94.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, sortings

[hyforces's solution](#)

95.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[hyforces's solution](#)

96.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hyforces's solution](#)

97.

1844D

[Row Major](#) · [Tutorial](#)

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

[hyforces's solution](#)

98.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[hyforces's solution](#)

99.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[hyforces's solution](#)

100.

1721C

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

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

[hyforces's solution](#)

101.

1705C

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

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

[hyforces's solution](#)

102.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[hyforces's solution](#)

103.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hyforces's solution](#)

104.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hyforces's solution](#)

105.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[hyforces's solution](#)

106.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[hyforces's solution](#)

107.

612C

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

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[hyforces's solution](#)

108.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[hyforces's solution](#)

109.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[hyforces's solution](#)

110.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[hyforces's solution](#)

111.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-04-08 · last AC: 2018-04-09 · GNU C++11 (first AC) · Tags: dp, greedy

[hyforces's solution](#)

112.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[hyforces's solution](#)

113.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyforces's solution](#)

114.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[hyforces's solution](#)

115.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[hyforces's solution](#)

116.

1710A

[Color the Picture · Tutorial](#)

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

117.

1659C

[Line Empire · Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[hyforces's solution](#)

118.

985C

[Liebig's Barrels · Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: greedy
[hyforces's solution](#)

119.

976C

[Nested Segments · Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[hyforces's solution](#)

120.

845C

[Two TVs · Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2018-04-20 · last AC: 2018-04-20 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[hyforces's solution](#)

121.

863B

[Kayaking · Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[hyforces's solution](#)

122.

1753B

[Factorial Divisibility · Tutorial](#)

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hyforces's solution](#)

123.

1527C

[Sequence Pair Weight · Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[hyforces's solution](#)

124.

992C

[Nastya and a Wardrobe · Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: math
[hyforces's solution](#)

125.

992B

[Nastya Studies Informatics · Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-20 · GNU C++11 (first AC) · Tags: math, number theory

[hyforces's solution](#)

126.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[hyforces's solution](#)

127.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[hyforces's solution](#)

128.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[hyforces's solution](#)

129.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[hyforces's solution](#)

130.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[hyforces's solution](#)

131.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[hyforces's solution](#)

132.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hyforces's solution](#)

133.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[hyforces's solution](#)

134.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[hyforces's solution](#)

135.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[hyforces's solution](#)

136.

1735D

[Meta-set](#) · [Tutorial](#)

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

137.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[hyforces's solution](#)

138.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[hyforces's solution](#)

139.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: games, greedy
[hyforces's solution](#)

140.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: data structures, implementation
[hyforces's solution](#)

141.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: data structures, sortings
[hyforces's solution](#)

142.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[hyforces's solution](#)

143.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: brute force, data structures, math
[hyforces's solution](#)

144.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[hyforces's solution](#)

145.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[hyforces's solution](#)

146.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hyforces's solution](#)

147.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[hyforces's solution](#)

148.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[hyforces's solution](#)

149.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics

[hyforces's solution](#)

150.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[hyforces's solution](#)

151.

1509C

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

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hyforces's solution](#)

152.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[hyforces's solution](#)

153.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2018-04-28 · last AC: 2018-05-20 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[hyforces's solution](#)

154.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[hyforces's solution](#)

155.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[hyforces's solution](#)

156.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hyforces's solution](#)

157.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[hyforces's solution](#)

158.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[hyforces's solution](#)

159.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[hyforces's solution](#)

160.

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
[hyforces's solution](#)

161.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[hyforces's solution](#)

162.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[hyforces's solution](#)

163.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[hyforces's solution](#)

164.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[hyforces's solution](#)

165.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[hyforces's solution](#)

166.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[hyforces's solution](#)

167.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hyforces's solution](#)

168.

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[hyforces's solution](#)

169.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[hyforces's solution](#)

170.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[hyforces's solution](#)

171.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[hyforces's solution](#)

172.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hyforces's solution](#)

173.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[hyforces's solution](#)

174.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[hyforces's solution](#)

175.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[hyforces's solution](#)

176.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[hyforces's solution](#)

177.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[hyforces's solution](#)

178.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[hyforces's solution](#)

179.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2022-05-08 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math

[hyforces's solution](#)

180.

1668D

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

Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[hyforces's solution](#)

181.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[hyforces's solution](#)

182.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[hyforces's solution](#)

183.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[hyforces's solution](#)

184.

988E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[hyforces's solution](#)

185.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[hyforces's solution](#)

186.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[hyforces's solution](#)

187.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[hyforces's solution](#)

188.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[hyforces's solution](#)

189.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[hyforces's solution](#)

190.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
[hyforces's solution](#)

191.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[hyforces's solution](#)

192.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[hyforces's solution](#)

193.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[hyforces's solution](#)

194.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[hyforces's solution](#)

195.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[hyforces's solution](#)

196.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[hyforces's solution](#)

197.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[hyforces's solution](#)

198.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[hyforces's solution](#)

199.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[hyforces's solution](#)

200.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[hyforces's solution](#)

201.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[hyforces's solution](#)

202.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[hyforces's solution](#)

203.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[hyforces's solution](#)

204.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[hyforces's solution](#)

205.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[hyforces's solution](#)

206.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[hyforces's solution](#)

207.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[hyforces's solution](#)

208.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[hyforces's solution](#)

209.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[hyforces's solution](#)

210.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[hyforces's solution](#)

211.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[hyforces's solution](#)

212.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[hyforces's solution](#)

213.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[hyforces's solution](#)

214.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[hyforces's solution](#)

215.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings
[hyforces's solution](#)

216.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[hyforces's solution](#)

217.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[hyforces's solution](#)

218.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[hyforces's solution](#)

219.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[hyforces's solution](#)

220.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hyforces's solution](#)

221.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs
[hyforces's solution](#)

222.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees
[hyforces's solution](#)

223.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[hyforces's solution](#)

224.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hyforces's solution](#)

225.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory
[hyforces's solution](#)

226.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[hyforces's solution](#)

227.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[hyforces's solution](#)

228.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[hyforces's solution](#)

229.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[hyforces's solution](#)

230.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy
[hyforces's solution](#)

231.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[hyforces's solution](#)

232.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[hyforces's solution](#)

233.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings
[hyforces's solution](#)

234.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
[hyforces's solution](#)

235.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[hyforces's solution](#)

236.

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[hyforces's solution](#)

237.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: dp

[hyforces's solution](#)

238.

1417F

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

Rating: 2600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[hyforces's solution](#)

239.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[hyforces's solution](#)

240.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hyforces's solution](#)

241.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[hyforces's solution](#)

242.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[hyforces's solution](#)

243.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[hyforces's solution](#)

244.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[hyforces's solution](#)

245.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[hyforces's solution](#)

246.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[hyforces's solution](#)

247.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[hyforces's solution](#)

248.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[hyforces's solution](#)

249.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[hyforces's solution](#)

250.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[hyforces's solution](#)

251.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[hyforces's solution](#)

252.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[hyforces's solution](#)

253.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[hyforces's solution](#)

254.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hyforces's solution](#)

255.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[hyforces's solution](#)

256.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[hyforces's solution](#)

257.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, expression parsing
[hyforces's solution](#)

258.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[hyforces's solution](#)

259.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[hyforces's solution](#)

260.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing
[hyforces's solution](#)

261.

1089I

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

Quality: 459 global accepts · Rating: 2600 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[hyforces's solution](#)

262.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[hyforces's solution](#)

263.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[hyforces's solution](#)

264.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[hyforces's solution](#)

265.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[hyforces's solution](#)

266.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[hyforces's solution](#)

267.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[hyforces's solution](#)

268.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[hyforces's solution](#)

269.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[hyforces's solution](#)

270.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[hyforces's solution](#)

271.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hyforces's solution](#)

272.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[hyforces's solution](#)

273.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[hyforces's solution](#)

274.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[hyforces's solution](#)

275.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: hashing

[hyforces's solution](#)

276.

1632E2

[Distance Tree \(hard version\) · Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[hyforces's solution](#)

277.

1641D

[Two Arrays · Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[hyforces's solution](#)

278.

1672H

[Zigu Zagu · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[hyforces's solution](#)

279.

1658F

[Juju and Binary String · Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hyforces's solution](#)

280.

1617E

[Christmas Chocolates · Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[hyforces's solution](#)

281.

1422F

[Boring Queries · Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[hyforces's solution](#)

282.

1634F

[Fibonacci Additions · Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[hyforces's solution](#)

283.

1695E

[Ambiguous Dominoes · Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hyforces's solution](#)

284.

98E

[Help Shrek and Donkey · Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[hyforces's solution](#)

285.

772D

[Varying Kibibits · Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[hyforces's solution](#)

286.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hyforces's solution](#)

287.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees

[hyforces's solution](#)

288.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[hyforces's solution](#)

289.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[hyforces's solution](#)

290.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[hyforces's solution](#)

291.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[hyforces's solution](#)

292.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[hyforces's solution](#)

293.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[hyforces's solution](#)

294.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[hyforces's solution](#)

295.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[hyforces's solution](#)

296.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[hyforces's solution](#)

297.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation
[hyforces's solution](#)

298.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[hyforces's solution](#)

299.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[hyforces's solution](#)

300.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[hyforces's solution](#)

301.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory
[hyforces's solution](#)

302.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation
[hyforces's solution](#)

303.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[hyforces's solution](#)

304.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: data structures
[hyforces's solution](#)

305.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
[hyforces's solution](#)

306.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[hyforces's solution](#)

307.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory
[hyforces's solution](#)

308.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[hyforces's solution](#)

309.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[hyforces's solution](#)

310.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[hyforces's solution](#)

311.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy
[hyforces's solution](#)

312.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
[hyforces's solution](#)

313.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[hyforces's solution](#)

314.

1668F

[Edge Elimination](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[hyforces's solution](#)

315.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[hyforces's solution](#)

316.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[hyforces's solution](#)

317.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[hyforces's solution](#)

318.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[hyforces's solution](#)

319.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[hyforces's solution](#)

320.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[hyforces's solution](#)

321.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[hyforces's solution](#)

322.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures
[hyforces's solution](#)

323.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[hyforces's solution](#)

324.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[hyforces's solution](#)

325.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
[hyforces's solution](#)

326.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[hyforces's solution](#)

327.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hyforces's solution](#)

328.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hyforces's solution](#)

329.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-06-27 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[hyforces's solution](#)

330.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[hyforces's solution](#)

331.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hyforces's solution](#)

332.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[hyforces's solution](#)

333.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[hyforces's solution](#)

334.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[hyforces's solution](#)

335.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[hyforces's solution](#)

336.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[hyforces's solution](#)

337.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[hyforces's solution](#)

338.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[hyforces's solution](#)

339.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities

[hyforces's solution](#)

340.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyforces's solution](#)

341.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[hyforces's solution](#)

342.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[hyforces's solution](#)

343.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hyforces's solution](#)

344.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyforces's solution](#)

345.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[hyforces's solution](#)

346.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[hyforces's solution](#)

347.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[hyforces's solution](#)

348.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[hyforces's solution](#)

349.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[hyforces's solution](#)

350.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[hyforces's solution](#)

351.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyforces's solution](#)

352.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[hyforces's solution](#)

353.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[hyforces's solution](#)

354.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, trees

[hyforces's solution](#)

355.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyforces's solution](#)

356.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs

[hyforces's solution](#)

357.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: games

[hyforces's solution](#)

358.

1368G

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

Quality: 676 global accepts · Rating: 3200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, graphs, trees
[hyforces's solution](#)

359.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[hyforces's solution](#)

360.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees
[hyforces's solution](#)

361.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math
[hyforces's solution](#)

362.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
[hyforces's solution](#)

363.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[hyforces's solution](#)

364.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[hyforces's solution](#)

365.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[hyforces's solution](#)

366.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, trees
[hyforces's solution](#)

367.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[hyforces's solution](#)

368.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[hyforces's solution](#)

369.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs

[hyforces's solution](#)

370.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, sortings, trees

[hyforces's solution](#)

371.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[hyforces's solution](#)

372.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyforces's solution](#)

373.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyforces's solution](#)

374.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[hyforces's solution](#)

375.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, trees

[hyforces's solution](#)

376.

1482H

[Exam](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 3400 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, trees

[hyforces's solution](#)

377.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[hyforces's solution](#)

378.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

graphs, trees

[hyforces's solution](#)

379.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[hyforces's solution](#)

380.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[hyforces's solution](#)

381.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[hyforces's solution](#)

382.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[hyforces's solution](#)

383.

1666H

[Heroes of Might](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[hyforces's solution](#)

384.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[hyforces's solution](#)

385.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[hyforces's solution](#)

386.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[hyforces's solution](#)

387.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[hyforces's solution](#)

388.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[hyforces's solution](#)

389.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyforces's solution](#)

390.

105125D

[Subarray Majority](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyforces's solution](#)

391.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

392.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

393.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

394.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

395.

103627H

[Endless Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

396.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

397.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

398.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

399.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

400.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

401.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

402.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

403.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

404.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

405.

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

406.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

407.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

408.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

409.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

410.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

411.

104065B

[Call Me Call Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

412.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

413.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

414.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

415.

104065M

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

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

416.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

417.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

418.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

419.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
[hyforces's solution](#)

420.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

421.

103860B

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

422.

103870R

[Rock Paper Scissors \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

423.

103870Q

[Food Poisoning](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

424.

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · last AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

425.

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

426.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

427.

102759A

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

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

428.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

429.

102956F

[Border Similarity Undertaking](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

430.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[hyforces's solution](#)

431.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

432.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

433.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[hyforces's solution](#)

434.

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

435.

100551D

[Bridges: The Final Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

436.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

437.

103698G

[Palinomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

438.

102992C

[Certain Scientific Railgun](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

439.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

440.

103329F

[The Struggle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

441.

103119K

[Candy Ads](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyforces's solution](#)

442.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[hyforces's solution](#)