

Unique solved — hyman00

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2048A

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6.

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2039A

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9.

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10.

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11.

900A

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21.

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1312A

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24.

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25.

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26.

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29.

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30.

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31.

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33.

1775A1

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34.

1773F

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36.

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45.

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47.

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50.

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52.

935A

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53.

988A

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54.

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55.

1674A

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56.

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57.

1673A

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58.

1656A

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59.

1646B

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61.

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62.

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68.

59A

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69.

1608A

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70.

617A

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71.

1584A

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72.

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73.

1520B

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74.

1520A

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75.

1607A

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76.

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79.

1569A

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81.

1176A

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82.

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83.

1560C

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84.

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85.

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87.

1551B1

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88.

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89.

1530B

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90.

1530A

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92.

1547B

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94.

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96.

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97.

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100.

1525A

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101.

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103.

1515A

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104.

1519B

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Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: dp, math

[hyman00's solution](#)

105.

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: math

[hyman00's solution](#)

106.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

107.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hyman00's solution](#)

108.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: greedy

[hyman00's solution](#)

109.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: implementation

[hyman00's solution](#)

110.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,084 global accepts · Rating: 800 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[hyman00's solution](#)

111.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: math, probabilities

[hyman00's solution](#)

112.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: math

[hyman00's solution](#)

113.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: math

[hyman00's solution](#)

114.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[hyman00's solution](#)

115.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

[hyman00's solution](#)

116.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: greedy, math

[hyman00's solution](#)

117.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings

[hyman00's solution](#)

118.

977A

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

Quality: 217,458 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: implementation

[hyman00's solution](#)

119.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,187 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: implementation

[hyman00's solution](#)

120.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,978 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[hyman00's solution](#)

121.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,302 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[hyman00's solution](#)

122.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: greedy

[hyman00's solution](#)

123.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[hyman00's solution](#)

124.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: math

[hyman00's solution](#)

125.

546A

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

Quality: 235,176 global accepts · Rating: 800 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[hyman00's solution](#)

126.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,525 global accepts · Rating: 800 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: implementation

[hyman00's solution](#)

127.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,949 global accepts · Rating: 800 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: implementation, strings

[hyman00's solution](#)

128.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,943 global accepts · Rating: 800 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: implementation

[hyman00's solution](#)

129.

112A

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

Quality: 287,212 global accepts · Rating: 800 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: implementation, strings

[hyman00's solution](#)

130.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,214 global accepts · Rating: 800 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: implementation

[hyman00's solution](#)

131.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,661 global accepts · Rating: 800 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: greedy, math

[hyman00's solution](#)

132.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

133.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,422 global accepts · Rating: 800 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: *special, implementation

[hyman00's solution](#)

134.

231A

[Team](#) · [Tutorial](#)

Quality: 430,189 global accepts · Rating: 800 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, greedy

[hyman00's solution](#)

135.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: greedy, strings

[hyman00's solution](#)

136.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[hyman00's solution](#)

137.

1352A

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

Quality: 104,094 global accepts · Rating: 800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: implementation, math

[hyman00's solution](#)

138.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: geometry, math

[hyman00's solution](#)

139.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,173 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[hyman00's solution](#)

140.

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hyman00's solution](#)

141.

1351A

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

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hyman00's solution](#)

142.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,710 global accepts · Rating: 800 · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hyman00's solution](#)

143.

1311A

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

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hyman00's solution](#)

144.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[hyman00's solution](#)

145.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[hyman00's solution](#)

146.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[hyman00's solution](#)

147.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[hyman00's solution](#)

148.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[hyman00's solution](#)

149.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[hyman00's solution](#)

150.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hyman00's solution](#)

151.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[hyman00's solution](#)

152.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[hyman00's solution](#)

153.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,002 global accepts · Rating: 900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hyman00's solution](#)

154.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hyman00's solution](#)

155.

1699B

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

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[hyman00's solution](#)

156.

1005B

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

Quality: 27,383 global accepts · Rating: 900 · first AC: 2021-05-28 · last AC: 2022-06-03 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyman00's solution](#)

157.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[hyman00's solution](#)

158.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[hyman00's solution](#)

159.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,164 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[hyman00's solution](#)

160.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 900 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hyman00's solution](#)

161.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[hyman00's solution](#)

162.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 900 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[hyman00's solution](#)

163.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,298 global accepts · Rating: 900 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[hyman00's solution](#)

164.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[hyman00's solution](#)

165.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[hyman00's solution](#)

166.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: *special, implementation, interactive
[hyman00's solution](#)

167.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: implementation
[hyman00's solution](#)

168.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation
[hyman00's solution](#)

169.

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, dp, math
[hyman00's solution](#)

170.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: math, number theory
[hyman00's solution](#)

171.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: implementation, strings
[hyman00's solution](#)

172.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures
[hyman00's solution](#)

173.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,051 global accepts · Rating: 900 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: strings
[hyman00's solution](#)

174.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[hyman00's solution](#)

175.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[hyman00's solution](#)

176.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[hyman00's solution](#)

177.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[hyman00's solution](#)

178.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[hyman00's solution](#)

179.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2020-03-22 · last AC: 2024-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[hyman00's solution](#)

180.

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
[hyman00's solution](#)

181.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[hyman00's solution](#)

182.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[hyman00's solution](#)

183.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hyman00's solution](#)

184.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[hyman00's solution](#)

185.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hyman00's solution](#)

186.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[hyman00's solution](#)

187.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[hyman00's solution](#)

188.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

189.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[hyman00's solution](#)

190.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[hyman00's solution](#)

191.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hyman00's solution](#)

192.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[hyman00's solution](#)

193.

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

[hyman00's solution](#)

194.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[hyman00's solution](#)

195.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hyman00's solution](#)

196.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[hyman00's solution](#)

197.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[hyman00's solution](#)

198.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,979 global accepts · Rating: 1000 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[hyman00's solution](#)

199.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[hyman00's solution](#)

200.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-06 · last AC: 2021-11-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

201.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[hyman00's solution](#)

202.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[hyman00's solution](#)

203.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[hyman00's solution](#)

204.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, math
[hyman00's solution](#)

205.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math
[hyman00's solution](#)

206.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyman00's solution](#)

207.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyman00's solution](#)

208.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[hyman00's solution](#)

209.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,620 global accepts · Rating: 1000 · first AC: 2021-04-02 · last AC: 2021-04-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyman00's solution](#)

210.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1000 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: brute force, implementation
[hyman00's solution](#)

211.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[hyman00's solution](#)

212.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,870 global accepts · Rating: 1000 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: implementation
[hyman00's solution](#)

213.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[hyman00's solution](#)

214.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[hyman00's solution](#)

215.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[hyman00's solution](#)

216.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[hyman00's solution](#)

217.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: implementation, math
[hyman00's solution](#)

218.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,340 global accepts · Rating: 1000 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: implementation, math
[hyman00's solution](#)

219.

1073A

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

Quality: 17,053 global accepts · Rating: 1000 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: implementation, strings
[hyman00's solution](#)

220.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: implementation, math
[hyman00's solution](#)

221.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,403 global accepts · Rating: 1000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[hyman00's solution](#)

222.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: greedy, shortest paths
[hyman00's solution](#)

223.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[hyman00's solution](#)

224.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[hyman00's solution](#)

225.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hyman00's solution](#)

226.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[hyman00's solution](#)

227.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[hyman00's solution](#)

228.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: math, number theory

[hyman00's solution](#)

229.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

230.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hyman00's solution](#)

231.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[hyman00's solution](#)

232.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[hyman00's solution](#)

233.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hyman00's solution](#)

234.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[hyman00's solution](#)

235.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[hyman00's solution](#)

236.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hyman00's solution](#)

237.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hyman00's solution](#)

238.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[hyman00's solution](#)

239.

1673B

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

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[hyman00's solution](#)

240.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[hyman00's solution](#)

241.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[hyman00's solution](#)

242.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[hyman00's solution](#)

243.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[hyman00's solution](#)

244.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[hyman00's solution](#)

245.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[hyman00's solution](#)

246.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[hyman00's solution](#)

247.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[hyman00's solution](#)

248.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[hyman00's solution](#)

249.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[hyman00's solution](#)

250.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

251.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[hyman00's solution](#)

252.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: greedy

[hyman00's solution](#)

253.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[hyman00's solution](#)

254.

1511C

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

Quality: 32,806 global accepts · Rating: 1100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[hyman00's solution](#)

255.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: math

[hyman00's solution](#)

256.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,352 global accepts · Rating: 1100 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[hyman00's solution](#)

257.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[hyman00's solution](#)

258.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[hyman00's solution](#)

259.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[hyman00's solution](#)

260.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hyman00's solution](#)

261.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[hyman00's solution](#)

262.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hyman00's solution](#)

263.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hyman00's solution](#)

264.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[hyman00's solution](#)

265.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[hyman00's solution](#)

266.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[hyman00's solution](#)

267.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[hyman00's solution](#)

268.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[hyman00's solution](#)

269.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[hyman00's solution](#)

270.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[hyman00's solution](#)

271.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[hyman00's solution](#)

272.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[hyman00's solution](#)

273.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[hyman00's solution](#)

274.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[hyman00's solution](#)

275.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hyman00's solution](#)

276.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[hyman00's solution](#)

277.

612B

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

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[hyman00's solution](#)

278.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-05-05 · last AC: 2022-10-20 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[hyman00's solution](#)

279.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,631 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hyman00's solution](#)

280.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hyman00's solution](#)

281.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hyman00's solution](#)

282.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[hyman00's solution](#)

283.

1734C

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

Quality: 28,626 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hyman00's solution](#)

284.

1679B

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

Quality: 27,427 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[hyman00's solution](#)

285.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[hyman00's solution](#)

286.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[hyman00's solution](#)

287.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hyman00's solution](#)

288.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[hyman00's solution](#)

289.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hyman00's solution](#)

290.

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[hyman00's solution](#)

291.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[hyman00's solution](#)

292.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[hyman00's solution](#)

293.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hyman00's solution](#)

294.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,458 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[hyman00's solution](#)

295.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,468 global accepts · Rating: 1200 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[hyman00's solution](#)

296.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[hyman00's solution](#)

297.

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[hyman00's solution](#)

298.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, greedy, strings
[hyman00's solution](#)

299.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers
[hyman00's solution](#)

300.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[hyman00's solution](#)

301.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[hyman00's solution](#)

302.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[hyman00's solution](#)

303.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · last AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[hyman00's solution](#)

304.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: implementation
[hyman00's solution](#)

305.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math
[hyman00's solution](#)

306.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[hyman00's solution](#)

307.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory
[hyman00's solution](#)

308.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation
[hyman00's solution](#)

309.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[hyman00's solution](#)

310.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[hyman00's solution](#)

311.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[hyman00's solution](#)

312.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[hyman00's solution](#)

313.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[hyman00's solution](#)

314.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[hyman00's solution](#)

315.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[hyman00's solution](#)

316.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[hyman00's solution](#)

317.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[hyman00's solution](#)

318.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[hyman00's solution](#)

319.

600B

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

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[hyman00's solution](#)

320.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[hyman00's solution](#)

321.

612A

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

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[hyman00's solution](#)

322.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[hyman00's solution](#)

323.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[hyman00's solution](#)

324.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory, strings

[hyman00's solution](#)

325.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[hyman00's solution](#)

326.

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

[hyman00's solution](#)

327.

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

[hyman00's solution](#)

328.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[hyman00's solution](#)

329.

1733C

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

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[hyman00's solution](#)

330.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[hyman00's solution](#)

331.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2020-08-18 · last AC: 2022-07-06 · GNU C++11 (first AC) · Tags: math

[hyman00's solution](#)

332.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2020-08-09 · last AC: 2022-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

333.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hyman00's solution](#)

334.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[hyman00's solution](#)

335.

1607D

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

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[hyman00's solution](#)

336.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[hyman00's solution](#)

337.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2021-05-28 · last AC: 2021-08-26 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[hyman00's solution](#)

338.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[hyman00's solution](#)

339.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[hyman00's solution](#)

340.

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[hyman00's solution](#)

341.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[hyman00's solution](#)

342.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
[hyman00's solution](#)

343.

1005C

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

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[hyman00's solution](#)

344.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1300 · first AC: 2020-06-11 · last AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[hyman00's solution](#)

345.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation
[hyman00's solution](#)

346.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 1300 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[hyman00's solution](#)

347.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy
[hyman00's solution](#)

348.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-30 · last AC: 2021-03-31 · GNU C++11 (first AC) · Tags: binary search,

bitmasks, data structures, greedy

[hyman00's solution](#)

349.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[hyman00's solution](#)

350.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

351.

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: greedy, strings

[hyman00's solution](#)

352.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: implementation, strings

[hyman00's solution](#)

353.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2020-06-14 · last AC: 2020-06-14 · GNU C++11 (first AC) · Tags: implementation

[hyman00's solution](#)

354.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hyman00's solution](#)

355.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[hyman00's solution](#)

356.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[hyman00's solution](#)

357.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[hyman00's solution](#)

358.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[hyman00's solution](#)

359.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[hyman00's solution](#)

360.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[hyman00's solution](#)

361.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[hyman00's solution](#)

362.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[hyman00's solution](#)

363.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[hyman00's solution](#)

364.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[hyman00's solution](#)

365.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[hyman00's solution](#)

366.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[hyman00's solution](#)

367.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hyman00's solution](#)

368.

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

[hyman00's solution](#)

369.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hyman00's solution](#)

370.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[hyman00's solution](#)

371.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[hyman00's solution](#)

372.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[hyman00's solution](#)

373.

612C

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

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, math
[hyman00's solution](#)

374.

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search
[hyman00's solution](#)

375.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[hyman00's solution](#)

376.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[hyman00's solution](#)

377.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[hyman00's solution](#)

378.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[hyman00's solution](#)

379.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[hyman00's solution](#)

380.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[hyman00's solution](#)

381.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[hyman00's solution](#)

382.

1728C

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

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[hyman00's solution](#)

383.

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
[hyman00's solution](#)

384.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[hyman00's solution](#)

385.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[hyman00's solution](#)

386.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[hyman00's solution](#)

387.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings
[hyman00's solution](#)

388.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,573 global accepts · Rating: 1400 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[hyman00's solution](#)

389.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[hyman00's solution](#)

390.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[hyman00's solution](#)

391.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[hyman00's solution](#)

392.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[hyman00's solution](#)

393.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[hyman00's solution](#)

394.

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[hyman00's solution](#)

395.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[hyman00's solution](#)

396.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[hyman00's solution](#)

397.

278C

[Learning Languages](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dsu

[hyman00's solution](#)

398.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[hyman00's solution](#)

399.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[hyman00's solution](#)

400.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: greedy

[hyman00's solution](#)

401.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[hyman00's solution](#)

402.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[hyman00's solution](#)

403.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[hyman00's solution](#)

404.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 1400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[hyman00's solution](#)

405.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[hyman00's solution](#)

406.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[hyman00's solution](#)

407.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hyman00's solution](#)

408.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[hyman00's solution](#)

409.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[hyman00's solution](#)

410.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math

[hyman00's solution](#)

411.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[hyman00's solution](#)

412.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[hyman00's solution](#)

413.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

414.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hyman00's solution](#)

415.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hyman00's solution](#)

416.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hyman00's solution](#)

417.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[hyman00's solution](#)

418.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[hyman00's solution](#)

419.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[hyman00's solution](#)

420.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hyman00's solution](#)

421.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[hyman00's solution](#)

422.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[hyman00's solution](#)

423.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[hyman00's solution](#)

424.

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

[hyman00's solution](#)

425.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[hyman00's solution](#)

426.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[hyman00's solution](#)

427.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[hyman00's solution](#)

428.

977E

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

Quality: 25,612 global accepts · Rating: 1500 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[hyman00's solution](#)

429.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[hyman00's solution](#)

430.

1646C

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

Quality: 19,512 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[hyman00's solution](#)

431.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search

[hyman00's solution](#)

432.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[hyman00's solution](#)

433.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-09-26 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[hyman00's solution](#)

434.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[hyman00's solution](#)

435.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[hyman00's solution](#)

436.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[hyman00's solution](#)

437.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[hyman00's solution](#)

438.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[hyman00's solution](#)

439.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[hyman00's solution](#)

440.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory
[hyman00's solution](#)

441.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: greedy, two pointers
[hyman00's solution](#)

442.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[hyman00's solution](#)

443.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[hyman00's solution](#)

444.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[hyman00's solution](#)

445.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1500 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: implementation
[hyman00's solution](#)

446.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[hyman00's solution](#)

447.

1486B

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

Quality: 20,477 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings
[hyman00's solution](#)

448.

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings
[hyman00's solution](#)

449.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: implementation, math
[hyman00's solution](#)

450.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[hyman00's solution](#)

451.

550C

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

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: brute force, dp, math
[hyman00's solution](#)

452.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers
[hyman00's solution](#)

453.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths
[hyman00's solution](#)

454.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math
[hyman00's solution](#)

455.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[hyman00's solution](#)

456.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyman00's solution](#)

457.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[hyman00's solution](#)

458.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[hyman00's solution](#)

459.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[hyman00's solution](#)

460.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[hyman00's solution](#)

461.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[hyman00's solution](#)

462.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[hyman00's solution](#)

463.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[hyman00's solution](#)

464.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[hyman00's solution](#)

465.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[hyman00's solution](#)

466.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[hyman00's solution](#)

467.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[hyman00's solution](#)

468.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

469.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[hyman00's solution](#)

470.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hyman00's solution](#)

471.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[hyman00's solution](#)

472.

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[hyman00's solution](#)

473.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[hyman00's solution](#)

474.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[hyman00's solution](#)

475.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[hyman00's solution](#)

476.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, probabilities, strings
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477.

1741E

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Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
[hyman00's solution](#)

478.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hyman00's solution](#)

479.

817C

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Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math
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480.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation

[hyman00's solution](#)

481.

1698D

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Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[hyman00's solution](#)

482.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hyman00's solution](#)

483.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[hyman00's solution](#)

484.

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[hyman00's solution](#)

485.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[hyman00's solution](#)

486.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[hyman00's solution](#)

487.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory

[hyman00's solution](#)

488.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[hyman00's solution](#)

489.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[hyman00's solution](#)

490.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[hyman00's solution](#)

491.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hyman00's solution](#)

492.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[hyman00's solution](#)

493.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1600 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: dp, math, number theory
[hyman00's solution](#)

494.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers
[hyman00's solution](#)

495.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[hyman00's solution](#)

496.

1512E

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

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[hyman00's solution](#)

497.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[hyman00's solution](#)

498.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: implementation, strings
[hyman00's solution](#)

499.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive
[hyman00's solution](#)

500.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[hyman00's solution](#)

501.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,160 global accepts · Rating: 1600 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings
[hyman00's solution](#)

502.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[hyman00's solution](#)

503.

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[hyman00's solution](#)

504.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2020-12-13 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: data structures, implementation
[hyman00's solution](#)

505.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[hyman00's solution](#)

506.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[hyman00's solution](#)

507.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[hyman00's solution](#)

508.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[hyman00's solution](#)

509.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2020-08-04 · last AC: 2020-08-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar
[hyman00's solution](#)

510.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: brute force
[hyman00's solution](#)

511.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2020-07-31 · last AC: 2020-08-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[hyman00's solution](#)

512.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[hyman00's solution](#)

513.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: implementation, math

[hyman00's solution](#)

514.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[hyman00's solution](#)

515.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,646 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory, two pointers

[hyman00's solution](#)

516.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[hyman00's solution](#)

517.

2053D

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

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

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518.

2039D

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519.

1982D

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Quality: 9,763 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

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520.

1984C2

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Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

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521.

1942C2

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522.

1497E1

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523.

1936A

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524.

1930C

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525.

1889B

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526.

818D

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527.

691D

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528.

678D

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529.

598D

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530.

1776F

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531.

1257D

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532.

1770C

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533.

1578H

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534.

1765D

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535.

850A

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536.

632C

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537.

813C

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1699C

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539.

1700C

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Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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Quality: 2,141 global accepts · Rating: 1700 · first AC: 2020-08-03 · last AC: 2022-06-04 · GNU C++11 (first AC) · Tags: implementation, strings

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718A

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283B

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543.

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544.

1608C

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1579F

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559B

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548.

1176E

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549.

1561D1

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1537D

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553.

225C

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555.

297A

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556.

732D

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557.

1512G

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558.

4D

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559.

584C

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560.

84C

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561.

93A

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562.

698B

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dfs and similar, dsu, graphs, trees

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563.

193A

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[hyman00's solution](#)

564.

1476D

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565.

229B

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566.

106C

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568.

2127D

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569.

2039C2

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570.

2035D

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1987D

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Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

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572.

1843F1

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Quality: 6,347 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

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573.

1930D1

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574.

1775D

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575.

652C

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576.

652D

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577.

873D

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578.

888E

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579.

1016D

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[hyman00's solution](#)

580.

1463C

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[hyman00's solution](#)

581.

1010C

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Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: number theory

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582.

1824B1

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583.

665D

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Quality: 4,175 global accepts · Rating: 1800 · first AC: 2022-06-04 · last AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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584.

612D

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585.

600C

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Quality: 7,081 global accepts · Rating: 1800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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586.

1802D

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Rating: 1800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[hyman00's solution](#)

587.

1076D

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588.

1096D

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589.

123B

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590.

1750D

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591.

1107D

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592.

1759F

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593.

1732C1

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594.

911D

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595.

813B

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596.

1728D

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597.

1721D

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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

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598.

1718A1

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Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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599.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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600.

1691D

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601.

1674F

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602.

1666C

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603.

1666L

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604.

846C

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Quality: 2,968 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

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605.

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[hyman00's solution](#)

606.

1637D

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[hyman00's solution](#)

607.

1005E1

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Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hyman00's solution](#)

608.

492D

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Quality: 3,322 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

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609.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

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610.

939E

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Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

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611.

1560E

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Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

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612.

73C

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Quality: 2,488 global accepts · Rating: 1800 · first AC: 2021-07-10 · last AC: 2021-07-14 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

613.

482B

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Quality: 7,728 global accepts · Rating: 1800 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees
[hyman00's solution](#)

614.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[hyman00's solution](#)

615.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy
[hyman00's solution](#)

616.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[hyman00's solution](#)

617.

1509C

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

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, greedy
[hyman00's solution](#)

618.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, strings
[hyman00's solution](#)

619.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[hyman00's solution](#)

620.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[hyman00's solution](#)

621.

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers
[hyman00's solution](#)

622.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dp
[hyman00's solution](#)

623.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games,

greedy

[hyman00's solution](#)

624.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[hyman00's solution](#)

625.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[hyman00's solution](#)

626.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2020-06-07 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation

[hyman00's solution](#)

627.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy

[hyman00's solution](#)

628.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,665 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[hyman00's solution](#)

629.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[hyman00's solution](#)

630.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[hyman00's solution](#)

631.

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

[hyman00's solution](#)

632.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[hyman00's solution](#)

633.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[hyman00's solution](#)

634.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[hyman00's solution](#)

635.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[hyman00's solution](#)

636.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

637.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[hyman00's solution](#)

638.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[hyman00's solution](#)

639.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[hyman00's solution](#)

640.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[hyman00's solution](#)

641.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[hyman00's solution](#)

642.

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

[hyman00's solution](#)

643.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[hyman00's solution](#)

644.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[hyman00's solution](#)

645.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, trees

[hyman00's solution](#)

646.

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

647.

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[hyman00's solution](#)

648.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 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

[hyman00's solution](#)

649.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[hyman00's solution](#)

650.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[hyman00's solution](#)

651.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[hyman00's solution](#)

652.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

653.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[hyman00's solution](#)

654.

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

[hyman00's solution](#)

655.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[hyman00's solution](#)

656.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[hyman00's solution](#)

657.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 1900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[hyman00's solution](#)

658.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[hyman00's solution](#)

659.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[hyman00's solution](#)

660.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[hyman00's solution](#)

661.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[hyman00's solution](#)

662.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[hyman00's solution](#)

663.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hyman00's solution](#)

664.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[hyman00's solution](#)

665.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[hyman00's solution](#)

666.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation
[hyman00's solution](#)

667.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[hyman00's solution](#)

668.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[hyman00's solution](#)

669.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities
[hyman00's solution](#)

670.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[hyman00's solution](#)

671.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[hyman00's solution](#)

672.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[hyman00's solution](#)

673.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp
[hyman00's solution](#)

674.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

675.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 1900 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[hyman00's solution](#)

676.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[hyman00's solution](#)

677.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[hyman00's solution](#)

678.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[hyman00's solution](#)

679.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: games, greedy

[hyman00's solution](#)

680.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[hyman00's solution](#)

681.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

682.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

683.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: shortest paths

[hyman00's solution](#)

684.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[hyman00's solution](#)

685.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,873 global accepts · Rating: 1900 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[hyman00's solution](#)

686.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
[hyman00's solution](#)

687.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[hyman00's solution](#)

688.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[hyman00's solution](#)

689.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
[hyman00's solution](#)

690.

39A

[C*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, greedy
[hyman00's solution](#)

691.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
[hyman00's solution](#)

692.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[hyman00's solution](#)

693.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[hyman00's solution](#)

694.

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
[hyman00's solution](#)

695.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[hyman00's solution](#)

696.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[hyman00's solution](#)

697.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[hyman00's solution](#)

698.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[hyman00's solution](#)

699.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[hyman00's solution](#)

700.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[hyman00's solution](#)

701.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[hyman00's solution](#)

702.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[hyman00's solution](#)

703.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[hyman00's solution](#)

704.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

705.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math

[hyman00's solution](#)

706.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[hyman00's solution](#)

707.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[hyman00's solution](#)

708.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[hyman00's solution](#)

709.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[hyman00's solution](#)

710.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[hyman00's solution](#)

711.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[hyman00's solution](#)

712.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[hyman00's solution](#)

713.

609D

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

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[hyman00's solution](#)

714.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[hyman00's solution](#)

715.

600D

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

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[hyman00's solution](#)

716.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 2000 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[hyman00's solution](#)

717.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[hyman00's solution](#)

718.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[hyman00's solution](#)

719.

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math
[hyman00's solution](#)

720.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[hyman00's solution](#)

721.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[hyman00's solution](#)

722.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp
[hyman00's solution](#)

723.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[hyman00's solution](#)

724.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
[hyman00's solution](#)

725.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-03-17 · last AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[hyman00's solution](#)

726.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[hyman00's solution](#)

727.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[hyman00's solution](#)

728.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 2000 · first AC: 2022-03-16 · last AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[hyman00's solution](#)

729.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[hyman00's solution](#)

730.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[hyman00's solution](#)

731.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[hyman00's solution](#)

732.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[hyman00's solution](#)

733.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[hyman00's solution](#)

734.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[hyman00's solution](#)

735.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy
[hyman00's solution](#)

736.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
[hyman00's solution](#)

737.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
[hyman00's solution](#)

738.

39E

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

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
[hyman00's solution](#)

739.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[hyman00's solution](#)

740.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[hyman00's solution](#)

741.

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities
[hyman00's solution](#)

742.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[hyman00's solution](#)

743.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-10-01 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings
[hyman00's solution](#)

744.

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[hyman00's solution](#)

745.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[hyman00's solution](#)

746.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[hyman00's solution](#)

747.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[hyman00's solution](#)

748.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hyman00's solution](#)

749.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

[hyman00's solution](#)

750.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[hyman00's solution](#)

751.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

752.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

753.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

754.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: dp

[hyman00's solution](#)

755.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: binary search, greedy

[hyman00's solution](#)

756.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[hyman00's solution](#)

757.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[hyman00's solution](#)

758.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2020-09-12 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[hyman00's solution](#)

759.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, strings

[hyman00's solution](#)

760.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2020-05-06 · last AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[hyman00's solution](#)

761.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,946 global accepts · Rating: 2000 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[hyman00's solution](#)

762.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[hyman00's solution](#)

763.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[hyman00's solution](#)

764.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[hyman00's solution](#)

765.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[hyman00's solution](#)

766.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[hyman00's solution](#)

767.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[hyman00's solution](#)

768.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[hyman00's solution](#)

769.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[hyman00's solution](#)

770.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-08-19 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[hyman00's solution](#)

771.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[hyman00's solution](#)

772.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[hyman00's solution](#)

773.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[hyman00's solution](#)

774.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[hyman00's solution](#)

775.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[hyman00's solution](#)

776.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[hyman00's solution](#)

777.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, ternary search

[hyman00's solution](#)

778.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2023-06-09 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[hyman00's solution](#)

779.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, number theory, trees

[hyman00's solution](#)

780.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[hyman00's solution](#)

781.

1185G1

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

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[hyman00's solution](#)

782.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[hyman00's solution](#)

783.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2022-09-02 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings

[hyman00's solution](#)

784.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[hyman00's solution](#)

785.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

786.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[hyman00's solution](#)

787.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[hyman00's solution](#)

788.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
[hyman00's solution](#)

789.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[hyman00's solution](#)

790.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
[hyman00's solution](#)

791.

609E

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

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[hyman00's solution](#)

792.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees
[hyman00's solution](#)

793.

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
[hyman00's solution](#)

794.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[hyman00's solution](#)

795.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[hyman00's solution](#)

796.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hyman00's solution](#)

797.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[hyman00's solution](#)

798.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[hyman00's solution](#)

799.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[hyman00's solution](#)

800.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[hyman00's solution](#)

801.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

802.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[hyman00's solution](#)

803.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[hyman00's solution](#)

804.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

805.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[hyman00's solution](#)

806.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[hyman00's solution](#)

807.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[hyman00's solution](#)

808.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[hyman00's solution](#)

809.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[hyman00's solution](#)

810.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[hyman00's solution](#)

811.

1029E

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

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[hyman00's solution](#)

812.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[hyman00's solution](#)

813.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[hyman00's solution](#)

814.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[hyman00's solution](#)

815.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp, greedy

[hyman00's solution](#)

816.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[hyman00's solution](#)

817.

1511E

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

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[hyman00's solution](#)

818.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · last AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[hyman00's solution](#)

819.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: —

[hyman00's solution](#)

820.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[hyman00's solution](#)

821.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2100 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: dp, math

[hyman00's solution](#)

822.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2020-10-18 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, dsu

[hyman00's solution](#)

823.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[hyman00's solution](#)

824.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[hyman00's solution](#)

825.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[hyman00's solution](#)

826.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[hyman00's solution](#)

827.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[hyman00's solution](#)

828.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[hyman00's solution](#)

829.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[hyman00's solution](#)

830.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[hyman00's solution](#)

831.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[hyman00's solution](#)

832.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)

833.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2020-11-26 · last AC: 2024-02-27 · GNU C++11 (first AC) · Tags: dp, sortings

[hyman00's solution](#)

834.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[hyman00's solution](#)

835.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[hyman00's solution](#)

836.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[hyman00's solution](#)

837.

1194E

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-11-14 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[hyman00's solution](#)

838.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[hyman00's solution](#)

839.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2023-11-09 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[hyman00's solution](#)

840.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, math

[hyman00's solution](#)

841.

1045D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities, trees

[hyman00's solution](#)

842.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory, trees

[hyman00's solution](#)

843.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[hyman00's solution](#)

844.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[hyman00's solution](#)

845.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: flows

[hyman00's solution](#)

846.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hyman00's solution](#)

847.

378E

[Captains Mode](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[hyman00's solution](#)

848.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[hyman00's solution](#)

849.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[hyman00's solution](#)

850.

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
[hyman00's solution](#)

851.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hyman00's solution](#)

852.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[hyman00's solution](#)

853.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp
[hyman00's solution](#)

854.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[hyman00's solution](#)

855.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings
[hyman00's solution](#)

856.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[hyman00's solution](#)

857.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

858.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[hyman00's solution](#)

859.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hyman00's solution](#)

860.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[hyman00's solution](#)

861.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[hyman00's solution](#)

862.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[hyman00's solution](#)

863.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hyman00's solution](#)

864.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[hyman00's solution](#)

865.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[hyman00's solution](#)

866.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[hyman00's solution](#)

867.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers
[hyman00's solution](#)

868.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[hyman00's solution](#)

869.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[hyman00's solution](#)

870.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, ternary search
[hyman00's solution](#)

871.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[hyman00's solution](#)

872.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[hyman00's solution](#)

873.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[hyman00's solution](#)

874.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hyman00's solution](#)

875.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation
[hyman00's solution](#)

876.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[hyman00's solution](#)

877.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest

paths

[hyman00's solution](#)

878.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, geometry

[hyman00's solution](#)

879.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[hyman00's solution](#)

880.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[hyman00's solution](#)

881.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[hyman00's solution](#)

882.

620D

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

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[hyman00's solution](#)

883.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[hyman00's solution](#)

884.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[hyman00's solution](#)

885.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[hyman00's solution](#)

886.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[hyman00's solution](#)

887.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[hyman00's solution](#)

888.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[hyman00's solution](#)

889.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[hyman00's solution](#)

890.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[hyman00's solution](#)

891.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[hyman00's solution](#)

892.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[hyman00's solution](#)

893.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[hyman00's solution](#)

894.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[hyman00's solution](#)

895.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings

[hyman00's solution](#)

896.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[hyman00's solution](#)

897.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[hyman00's solution](#)

898.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[hyman00's solution](#)

899.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-01 · last AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hyman00's solution](#)

900.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[hyman00's solution](#)

901.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[hyman00's solution](#)

902.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[hyman00's solution](#)

903.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[hyman00's solution](#)

904.

1425E

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

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[hyman00's solution](#)

905.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[hyman00's solution](#)

906.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[hyman00's solution](#)

907.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[hyman00's solution](#)

908.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[hyman00's solution](#)

909.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[hyman00's solution](#)

910.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[hyman00's solution](#)

911.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hyman00's solution](#)

912.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[hyman00's solution](#)

913.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hyman00's solution](#)

914.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[hyman00's solution](#)

915.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[hyman00's solution](#)

916.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[hyman00's solution](#)

917.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-07-21 · last AC: 2021-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[hyman00's solution](#)

918.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[hyman00's solution](#)

919.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[hyman00's solution](#)

920.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[hyman00's solution](#)

921.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[hyman00's solution](#)

922.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[hyman00's solution](#)

923.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

924.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: implementation

[hyman00's solution](#)

925.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 2200 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[hyman00's solution](#)

926.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[hyman00's solution](#)

927.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[hyman00's solution](#)

928.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[hyman00's solution](#)

929.

2057E1

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

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

[hyman00's solution](#)

930.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[hyman00's solution](#)

931.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[hyman00's solution](#)

932.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[hyman00's solution](#)

933.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[hyman00's solution](#)

934.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[hyman00's solution](#)

935.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[hyman00's solution](#)

936.

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

[hyman00's solution](#)

937.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[hyman00's solution](#)

938.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, implementation

[hyman00's solution](#)

939.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[hyman00's solution](#)

940.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[hyman00's solution](#)

941.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[hyman00's solution](#)

942.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[hyman00's solution](#)

943.

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

944.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[hyman00's solution](#)

945.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[hyman00's solution](#)

946.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[hyman00's solution](#)

947.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[hyman00's solution](#)

948.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings
[hyman00's solution](#)

949.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings
[hyman00's solution](#)

950.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities
[hyman00's solution](#)

951.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers
[hyman00's solution](#)

952.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hyman00's solution](#)

953.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[hyman00's solution](#)

954.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[hyman00's solution](#)

955.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities
[hyman00's solution](#)

956.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: flows
[hyman00's solution](#)

957.

509F

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

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[hyman00's solution](#)

958.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[hyman00's solution](#)

959.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, math
[hyman00's solution](#)

960.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[hyman00's solution](#)

961.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[hyman00's solution](#)

962.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
[hyman00's solution](#)

963.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[hyman00's solution](#)

964.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[hyman00's solution](#)

965.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[hyman00's solution](#)

966.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees
[hyman00's solution](#)

967.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[hyman00's solution](#)

968.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hyman00's solution](#)

969.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[hyman00's solution](#)

970.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[hyman00's solution](#)

971.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees
[hyman00's solution](#)

972.

652E

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

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[hyman00's solution](#)

973.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures
[hyman00's solution](#)

974.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[hyman00's solution](#)

975.

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
[hyman00's solution](#)

976.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[hyman00's solution](#)

977.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers
[hyman00's solution](#)

978.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[hyman00's solution](#)

979.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[hyman00's solution](#)

980.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[hyman00's solution](#)

981.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[hyman00's solution](#)

982.

594A

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

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: games

[hyman00's solution](#)

983.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[hyman00's solution](#)

984.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft

[hyman00's solution](#)

985.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[hyman00's solution](#)

986.

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[hyman00's solution](#)

987.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[hyman00's solution](#)

988.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[hyman00's solution](#)

989.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[hyman00's solution](#)

990.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-01-22 · last AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hyman00's solution](#)

991.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[hyman00's solution](#)

992.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices
[hyman00's solution](#)

993.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[hyman00's solution](#)

994.

1782E

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

Rating: 2300 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[hyman00's solution](#)

995.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[hyman00's solution](#)

996.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures
[hyman00's solution](#)

997.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[hyman00's solution](#)

998.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings
[hyman00's solution](#)

999.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[hyman00's solution](#)

1000.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[hyman00's solution](#)

1001.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[hyman00's solution](#)

1002.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[hyman00's solution](#)

1003.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[hyman00's solution](#)

1004.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[hyman00's solution](#)

1005.

1607F

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

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[hyman00's solution](#)

1006.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hyman00's solution](#)

1007.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

1008.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-11-06 · last AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[hyman00's solution](#)

1009.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[hyman00's solution](#)

1010.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[hyman00's solution](#)

1011.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[hyman00's solution](#)

1012.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[hyman00's solution](#)

1013.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures

[hyman00's solution](#)

1014.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[hyman00's solution](#)

1015.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[hyman00's solution](#)

1016.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[hyman00's solution](#)

1017.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[hyman00's solution](#)

1018.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[hyman00's solution](#)

1019.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[hyman00's solution](#)

1020.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[hyman00's solution](#)

1021.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, number theory

[hyman00's solution](#)

1022.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[hyman00's solution](#)

1023.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[hyman00's solution](#)

1024.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[hyman00's solution](#)

1025.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[hyman00's solution](#)

1026.

534E

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

Quality: 394 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[hyman00's solution](#)

1027.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[hyman00's solution](#)

1028.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[hyman00's solution](#)

1029.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[hyman00's solution](#)

1030.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[hyman00's solution](#)

1031.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[hyman00's solution](#)

1032.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[hyman00's solution](#)

1033.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[hyman00's solution](#)

1034.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths
[hyman00's solution](#)

1035.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[hyman00's solution](#)

1036.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math
[hyman00's solution](#)

1037.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities
[hyman00's solution](#)

1038.

1078C

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

Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[hyman00's solution](#)

1039.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[hyman00's solution](#)

1040.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[hyman00's solution](#)

1041.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[hyman00's solution](#)

1042.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[hyman00's solution](#)

1043.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[hyman00's solution](#)

1044.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[hyman00's solution](#)

1045.

781D

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

Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices
[hyman00's solution](#)

1046.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[hyman00's solution](#)

1047.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[hyman00's solution](#)

1048.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[hyman00's solution](#)

1049.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[hyman00's solution](#)

1050.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[hyman00's solution](#)

1051.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[hyman00's solution](#)

1052.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[hyman00's solution](#)

1053.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[hyman00's solution](#)

1054.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[hyman00's solution](#)

1055.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[hyman00's solution](#)

1056.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[hyman00's solution](#)

1057.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[hyman00's solution](#)

1058.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[hyman00's solution](#)

1059.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[hyman00's solution](#)

1060.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[hyman00's solution](#)

1061.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

1062.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[hyman00's solution](#)

1063.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[hyman00's solution](#)

1064.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1065.

331C2

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

1066.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[hyman00's solution](#)

1067.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[hyman00's solution](#)

1068.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[hyman00's solution](#)

1069.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[hyman00's solution](#)

1070.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[hyman00's solution](#)

1071.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[hyman00's solution](#)

1072.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[hyman00's solution](#)

1073.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[hyman00's solution](#)

1074.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[hyman00's solution](#)

1075.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[hyman00's solution](#)

1076.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hyman00's solution](#)

1077.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[hyman00's solution](#)

1078.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities
[hyman00's solution](#)

1079.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[hyman00's solution](#)

1080.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[hyman00's solution](#)

1081.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[hyman00's solution](#)

1082.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[hyman00's solution](#)

1083.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[hyman00's solution](#)

1084.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[hyman00's solution](#)

1085.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[hyman00's solution](#)

1086.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[hyman00's solution](#)

1087.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[hyman00's solution](#)

1088.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[hyman00's solution](#)

1089.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hyman00's solution](#)

1090.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees
[hyman00's solution](#)

1091.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[hyman00's solution](#)

1092.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
[hyman00's solution](#)

1093.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees
[hyman00's solution](#)

1094.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[hyman00's solution](#)

1095.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[hyman00's solution](#)

1096.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[hyman00's solution](#)

1097.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[hyman00's solution](#)

1098.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs
[hyman00's solution](#)

1099.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory
[hyman00's solution](#)

1100.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

1101.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1102.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[hyman00's solution](#)

1103.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[hyman00's solution](#)

1104.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

1105.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[hyman00's solution](#)

1106.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[hyman00's solution](#)

1107.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[hyman00's solution](#)

1108.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[hyman00's solution](#)

1109.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[hyman00's solution](#)

1110.

534F

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

Quality: 533 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[hyman00's solution](#)

1111.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[hyman00's solution](#)

1112.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[hyman00's solution](#)

1113.

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[hyman00's solution](#)

1114.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[hyman00's solution](#)

1115.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[hyman00's solution](#)

1116.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[hyman00's solution](#)

1117.

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

[hyman00's solution](#)

1118.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[hyman00's solution](#)

1119.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[hyman00's solution](#)

1120.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[hyman00's solution](#)

1121.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[hyman00's solution](#)

1122.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[hyman00's solution](#)

1123.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[hyman00's solution](#)

1124.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[hyman00's solution](#)

1125.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[hyman00's solution](#)

1126.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[hyman00's solution](#)

1127.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[hyman00's solution](#)

1128.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2022-10-01 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[hyman00's solution](#)

1129.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[hyman00's solution](#)

1130.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[hyman00's solution](#)

1131.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[hyman00's solution](#)

1132.

1738F

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

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

[hyman00's solution](#)

1133.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[hyman00's solution](#)

1134.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

1135.

354B

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

Quality: 503 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[hyman00's solution](#)

1136.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[hyman00's solution](#)

1137.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[hyman00's solution](#)

1138.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[hyman00's solution](#)

1139.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[hyman00's solution](#)

1140.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[hyman00's solution](#)

1141.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[hyman00's solution](#)

1142.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[hyman00's solution](#)

1143.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[hyman00's solution](#)

1144.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[hyman00's solution](#)

1145.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[hyman00's solution](#)

1146.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[hyman00's solution](#)

1147.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[hyman00's solution](#)

1148.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hyman00's solution](#)

1149.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[hyman00's solution](#)

1150.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hyman00's solution](#)

1151.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[hyman00's solution](#)

1152.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[hyman00's solution](#)

1153.

1032F

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

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[hyman00's solution](#)

1154.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[hyman00's solution](#)

1155.

2057E2

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

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

[hyman00's solution](#)

1156.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[hyman00's solution](#)

1157.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[hyman00's solution](#)

1158.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, greedy, interactive

[hyman00's solution](#)

1159.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hyman00's solution](#)

1160.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[hyman00's solution](#)

1161.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[hyman00's solution](#)

1162.

778C

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

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[hyman00's solution](#)

1163.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[hyman00's solution](#)

1164.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[hyman00's solution](#)

1165.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1166.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[hyman00's solution](#)

1167.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[hyman00's solution](#)

1168.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[hyman00's solution](#)

1169.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[hyman00's solution](#)

1170.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft
[hyman00's solution](#)

1171.

681E

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

Quality: 504 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings
[hyman00's solution](#)

1172.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[hyman00's solution](#)

1173.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
[hyman00's solution](#)

1174.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[hyman00's solution](#)

1175.

437E

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry
[hyman00's solution](#)

1176.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[hyman00's solution](#)

1177.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft
[hyman00's solution](#)

1178.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices
[hyman00's solution](#)

1179.

89D

[Space mines](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2500 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[hyman00's solution](#)

1180.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[hyman00's solution](#)

1181.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, math
[hyman00's solution](#)

1182.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, two pointers
[hyman00's solution](#)

1183.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[hyman00's solution](#)

1184.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp
[hyman00's solution](#)

1185.

39I

[Tram](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyman00's solution](#)

1186.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[hyman00's solution](#)

1187.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[hyman00's solution](#)

1188.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[hyman00's solution](#)

1189.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
[hyman00's solution](#)

1190.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[hyman00's solution](#)

1191.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy

[hyman00's solution](#)

1192.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hyman00's solution](#)

1193.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[hyman00's solution](#)

1194.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[hyman00's solution](#)

1195.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[hyman00's solution](#)

1196.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

1197.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[hyman00's solution](#)

1198.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[hyman00's solution](#)

1199.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[hyman00's solution](#)

1200.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[hyman00's solution](#)

1201.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[hyman00's solution](#)

1202.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

1203.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[hyman00's solution](#)

1204.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[hyman00's solution](#)

1205.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[hyman00's solution](#)

1206.

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[hyman00's solution](#)

1207.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[hyman00's solution](#)

1208.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[hyman00's solution](#)

1209.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[hyman00's solution](#)

1210.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[hyman00's solution](#)

1211.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[hyman00's solution](#)

1212.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hyman00's solution](#)

1213.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[hyman00's solution](#)

1214.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[hyman00's solution](#)

1215.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[hyman00's solution](#)

1216.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[hyman00's solution](#)

1217.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[hyman00's solution](#)

1218.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[hyman00's solution](#)

1219.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[hyman00's solution](#)

1220.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

1221.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[hyman00's solution](#)

1222.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings
[hyman00's solution](#)

1223.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[hyman00's solution](#)

1224.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities
[hyman00's solution](#)

1225.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
[hyman00's solution](#)

1226.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures
[hyman00's solution](#)

1227.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[hyman00's solution](#)

1228.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
[hyman00's solution](#)

1229.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[hyman00's solution](#)

1230.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[hyman00's solution](#)

1231.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[hyman00's solution](#)

1232.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[hyman00's solution](#)

1233.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
[hyman00's solution](#)

1234.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[hyman00's solution](#)

1235.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math
[hyman00's solution](#)

1236.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[hyman00's solution](#)

1237.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft
[hyman00's solution](#)

1238.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2024-02-27 · PHP (first AC) · Tags: constructive algorithms
[hyman00's solution](#)

1239.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[hyman00's solution](#)

1240.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[hyman00's solution](#)

1241.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, number theory
[hyman00's solution](#)

1242.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-10-18 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[hyman00's solution](#)

1243.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[hyman00's solution](#)

1244.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-10-17 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[hyman00's solution](#)

1245.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[hyman00's solution](#)

1246.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

1247.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[hyman00's solution](#)

1248.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[hyman00's solution](#)

1249.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu

[hyman00's solution](#)

1250.

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[hyman00's solution](#)

1251.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[hyman00's solution](#)

1252.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[hyman00's solution](#)

1253.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[hyman00's solution](#)

1254.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[hyman00's solution](#)

1255.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[hyman00's solution](#)

1256.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[hyman00's solution](#)

1257.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[hyman00's solution](#)

1258.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy
[hyman00's solution](#)

1259.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[hyman00's solution](#)

1260.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[hyman00's solution](#)

1261.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[hyman00's solution](#)

1262.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[hyman00's solution](#)

1263.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[hyman00's solution](#)

1264.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hyman00's solution](#)

1265.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[hyman00's solution](#)

1266.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[hyman00's solution](#)

1267.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[hyman00's solution](#)

1268.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[hyman00's solution](#)

1269.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[hyman00's solution](#)

1270.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[hyman00's solution](#)

1271.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[hyman00's solution](#)

1272.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1273.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[hyman00's solution](#)**1274.**

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[hyman00's solution](#)**1275.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[hyman00's solution](#)**1276.**

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)**1277.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[hyman00's solution](#)**1278.**

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)**1279.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[hyman00's solution](#)**1280.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[hyman00's solution](#)**1281.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)**1282.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · last AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[hyman00's solution](#)

1283.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[hyman00's solution](#)

1284.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[hyman00's solution](#)

1285.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[hyman00's solution](#)

1286.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[hyman00's solution](#)

1287.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[hyman00's solution](#)

1288.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[hyman00's solution](#)

1289.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[hyman00's solution](#)

1290.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[hyman00's solution](#)

1291.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing

[hyman00's solution](#)

1292.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[hyman00's solution](#)

1293.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[hyman00's solution](#)

1294.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[hyman00's solution](#)

1295.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[hyman00's solution](#)

1296.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[hyman00's solution](#)

1297.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hyman00's solution](#)

1298.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[hyman00's solution](#)

1299.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[hyman00's solution](#)

1300.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[hyman00's solution](#)

1301.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, shortest paths

[hyman00's solution](#)

1302.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[hyman00's solution](#)

1303.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[hyman00's solution](#)

1304.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[hyman00's solution](#)

1305.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, expression parsing

[hyman00's solution](#)

1306.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[hyman00's solution](#)

1307.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[hyman00's solution](#)

1308.

958F3

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

Quality: 921 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: fft

[hyman00's solution](#)

1309.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[hyman00's solution](#)

1310.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[hyman00's solution](#)

1311.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[hyman00's solution](#)

1312.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hyman00's solution](#)

1313.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory

[hyman00's solution](#)

1314.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[hyman00's solution](#)

1315.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[hyman00's solution](#)

1316.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

1317.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[hyman00's solution](#)

1318.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[hyman00's solution](#)

1319.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[hyman00's solution](#)

1320.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[hyman00's solution](#)

1321.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[hyman00's solution](#)

1322.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[hyman00's solution](#)

1323.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[hyman00's solution](#)

1324.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[hyman00's solution](#)

1325.

1027G

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

Quality: 360 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[hyman00's solution](#)

1326.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-09-22 · last AC: 2024-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[hyman00's solution](#)

1327.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[hyman00's solution](#)

1328.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[hyman00's solution](#)

1329.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[hyman00's solution](#)

1330.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

1331.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[hyman00's solution](#)

1332.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[hyman00's solution](#)

1333.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2023-11-13 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[hyman00's solution](#)

1334.

1185G2

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

Quality: 919 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[hyman00's solution](#)

1335.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[hyman00's solution](#)

1336.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[hyman00's solution](#)

1337.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[hyman00's solution](#)

1338.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[hyman00's solution](#)

1339.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[hyman00's solution](#)

1340.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees
[hyman00's solution](#)

1341.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[hyman00's solution](#)

1342.

811E

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

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs
[hyman00's solution](#)

1343.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2023-09-15 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[hyman00's solution](#)

1344.

115D

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

Quality: 454 global accepts · Rating: 2600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, expression parsing
[hyman00's solution](#)

1345.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy

[hyman00's solution](#)

1346.

1153F

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

Quality: 929 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hyman00's solution](#)

1347.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

1348.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[hyman00's solution](#)

1349.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[hyman00's solution](#)

1350.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[hyman00's solution](#)

1351.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hyman00's solution](#)

1352.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[hyman00's solution](#)

1353.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

1354.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[hyman00's solution](#)

1355.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[hyman00's solution](#)

1356.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[hyman00's solution](#)

1357.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[hyman00's solution](#)

1358.

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[hyman00's solution](#)

1359.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[hyman00's solution](#)

1360.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[hyman00's solution](#)

1361.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[hyman00's solution](#)

1362.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[hyman00's solution](#)

1363.

1700E

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

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[hyman00's solution](#)

1364.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[hyman00's solution](#)

1365.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[hyman00's solution](#)

1366.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[hyman00's solution](#)

1367.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[hyman00's solution](#)

1368.

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: greedy

[hyman00's solution](#)

1369.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-04-19 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[hyman00's solution](#)

1370.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[hyman00's solution](#)

1371.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings, two pointers

[hyman00's solution](#)

1372.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[hyman00's solution](#)

1373.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, number theory

[hyman00's solution](#)

1374.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[hyman00's solution](#)

1375.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[hyman00's solution](#)

1376.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings
[hyman00's solution](#)

1377.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation
[hyman00's solution](#)

1378.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · last AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math
[hyman00's solution](#)

1379.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive
[hyman00's solution](#)

1380.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[hyman00's solution](#)

1381.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[hyman00's solution](#)

1382.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[hyman00's solution](#)

1383.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[hyman00's solution](#)

1384.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, trees
[hyman00's solution](#)

1385.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[hyman00's solution](#)

1386.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing

[hyman00's solution](#)

1387.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[hyman00's solution](#)

1388.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, matrices

[hyman00's solution](#)

1389.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[hyman00's solution](#)

1390.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[hyman00's solution](#)

1391.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-04-19 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[hyman00's solution](#)

1392.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[hyman00's solution](#)

1393.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[hyman00's solution](#)

1394.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[hyman00's solution](#)

1395.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2024-01-23 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hyman00's solution](#)

1396.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[hyman00's solution](#)

1397.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[hyman00's solution](#)

1398.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[hyman00's solution](#)

1399.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[hyman00's solution](#)

1400.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, strings

[hyman00's solution](#)

1401.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[hyman00's solution](#)

1402.

293D

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

Quality: 261 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, probabilities, two pointers

[hyman00's solution](#)

1403.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[hyman00's solution](#)

1404.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[hyman00's solution](#)

1405.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[hyman00's solution](#)

1406.

54E

[Vacuum B ÆV æW](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[hyman00's solution](#)

1407.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[hyman00's solution](#)

1408.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1409.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics

[hyman00's solution](#)

1410.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[hyman00's solution](#)

1411.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[hyman00's solution](#)

1412.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, probabilities

[hyman00's solution](#)

1413.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, string suffix structures

[hyman00's solution](#)

1414.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[hyman00's solution](#)

1415.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[hyman00's solution](#)

1416.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[hyman00's solution](#)

1417.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
[hyman00's solution](#)

1418.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy
[hyman00's solution](#)

1419.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[hyman00's solution](#)

1420.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[hyman00's solution](#)

1421.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[hyman00's solution](#)

1422.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[hyman00's solution](#)

1423.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
[hyman00's solution](#)

1424.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math
[hyman00's solution](#)

1425.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[hyman00's solution](#)

1426.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[hyman00's solution](#)

1427.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[hyman00's solution](#)

1428.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[hyman00's solution](#)

1429.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
[hyman00's solution](#)

1430.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings
[hyman00's solution](#)

1431.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[hyman00's solution](#)

1432.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities
[hyman00's solution](#)

1433.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities
[hyman00's solution](#)

1434.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[hyman00's solution](#)

1435.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math
[hyman00's solution](#)

1436.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths
[hyman00's solution](#)

1437.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[hyman00's solution](#)

1438.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[hyman00's solution](#)

1439.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[hyman00's solution](#)

1440.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

1441.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hyman00's solution](#)

1442.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[hyman00's solution](#)

1443.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1444.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities

[hyman00's solution](#)

1445.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[hyman00's solution](#)

1446.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hyman00's solution](#)

1447.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[hyman00's solution](#)

1448.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs

[hyman00's solution](#)

1449.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, trees

[hyman00's solution](#)

1450.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[hyman00's solution](#)

1451.

962G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, geometry, trees

[hyman00's solution](#)

1452.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hyman00's solution](#)

1453.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hyman00's solution](#)

1454.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[hyman00's solution](#)

1455.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[hyman00's solution](#)

1456.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[hyman00's solution](#)

1457.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[hyman00's solution](#)

1458.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[hyman00's solution](#)

1459.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1460.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[hyman00's solution](#)

1461.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[hyman00's solution](#)

1462.

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows

[hyman00's solution](#)

1463.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[hyman00's solution](#)

1464.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[hyman00's solution](#)

1465.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[hyman00's solution](#)

1466.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, matrices

[hyman00's solution](#)

1467.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[hyman00's solution](#)

1468.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[hyman00's solution](#)

1469.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[hyman00's solution](#)

1470.

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[hyman00's solution](#)

1471.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1472.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[hyman00's solution](#)

1473.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[hyman00's solution](#)

1474.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[hyman00's solution](#)

1475.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[hyman00's solution](#)

1476.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy

[hyman00's solution](#)

1477.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[hyman00's solution](#)

1478.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[hyman00's solution](#)

1479.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[hyman00's solution](#)

1480.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-01-06 · last AC: 2024-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1481.

944G

[Coins Exhibition](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[hyman00's solution](#)

1482.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[hyman00's solution](#)

1483.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[hyman00's solution](#)

1484.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, math

[hyman00's solution](#)

1485.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[hyman00's solution](#)

1486.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[hyman00's solution](#)

1487.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[hyman00's solution](#)

1488.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[hyman00's solution](#)

1489.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle
[hyman00's solution](#)

1490.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, meet-in-the-middle
[hyman00's solution](#)

1491.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, shortest paths
[hyman00's solution](#)

1492.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[hyman00's solution](#)

1493.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[hyman00's solution](#)

1494.

798E

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

Quality: 550 global accepts · Rating: 3000 · first AC: 2026-04-24 · last AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[hyman00's solution](#)

1495.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[hyman00's solution](#)

1496.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2025-12-15 · last AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[hyman00's solution](#)

1497.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2025-10-07 · last AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math
[hyman00's solution](#)

1498.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees
[hyman00's solution](#)

1499.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp,

implementation, trees

[hyman00's solution](#)

1500.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[hyman00's solution](#)

1501.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[hyman00's solution](#)

1502.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[hyman00's solution](#)

1503.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[hyman00's solution](#)

1504.

2057G

[Secret Message](#) · [Tutorial](#)

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

[hyman00's solution](#)

1505.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[hyman00's solution](#)

1506.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[hyman00's solution](#)

1507.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[hyman00's solution](#)

1508.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[hyman00's solution](#)

1509.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[hyman00's solution](#)

1510.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[hyman00's solution](#)

1511.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[hyman00's solution](#)

1512.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[hyman00's solution](#)

1513.

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[hyman00's solution](#)

1514.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math
[hyman00's solution](#)

1515.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[hyman00's solution](#)

1516.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games
[hyman00's solution](#)

1517.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[hyman00's solution](#)

1518.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[hyman00's solution](#)

1519.

1659F

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

Quality: 249 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, games, graphs, trees
[hyman00's solution](#)

1520.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[hyman00's solution](#)

1521.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[hyman00's solution](#)

1522.

1008E

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

Rating: 3000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[hyman00's solution](#)

1523.

1007C

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

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-03-25 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[hyman00's solution](#)

1524.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[hyman00's solution](#)

1525.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 3000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[hyman00's solution](#)

1526.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory
[hyman00's solution](#)

1527.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math
[hyman00's solution](#)

1528.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[hyman00's solution](#)

1529.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hyman00's solution](#)

1530.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees
[hyman00's solution](#)

1531.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1532.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[hyman00's solution](#)

1533.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, sortings, two pointers

[hyman00's solution](#)

1534.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[hyman00's solution](#)

1535.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[hyman00's solution](#)

1536.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[hyman00's solution](#)

1537.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[hyman00's solution](#)

1538.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hyman00's solution](#)

1539.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[hyman00's solution](#)

1540.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[hyman00's solution](#)

1541.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[hyman00's solution](#)

1542.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[hyman00's solution](#)

1543.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[hyman00's solution](#)

1544.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[hyman00's solution](#)

1545.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[hyman00's solution](#)

1546.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1547.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[hyman00's solution](#)

1548.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[hyman00's solution](#)

1549.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[hyman00's solution](#)

1550.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hyman00's solution](#)

1551.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[hyman00's solution](#)

1552.

1510A

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

Quality: 168 global accepts · Rating: 3100 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1553.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[hyman00's solution](#)

1554.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[hyman00's solution](#)

1555.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: flows

[hyman00's solution](#)

1556.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees

[hyman00's solution](#)

1557.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[hyman00's solution](#)

1558.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, combinatorics, dp, implementation, math

[hyman00's solution](#)

1559.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[hyman00's solution](#)

1560.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1561.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[hyman00's solution](#)

1562.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees

[hyman00's solution](#)

1563.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[hyman00's solution](#)

1564.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hyman00's solution](#)

1565.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[hyman00's solution](#)

1566.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[hyman00's solution](#)

1567.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[hyman00's solution](#)

1568.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[hyman00's solution](#)

1569.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[hyman00's solution](#)

1570.

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[hyman00's solution](#)

1571.

1466H

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

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[hyman00's solution](#)

1572.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[hyman00's solution](#)

1573.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[hyman00's solution](#)

1574.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[hyman00's solution](#)

1575.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, probabilities

[hyman00's solution](#)

1576.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1577.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[hyman00's solution](#)

1578.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hyman00's solution](#)

1579.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[hyman00's solution](#)

1580.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[hyman00's solution](#)

1581.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · last AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[hyman00's solution](#)

1582.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[hyman00's solution](#)

1583.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[hyman00's solution](#)

1584.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[hyman00's solution](#)

1585.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs
[hyman00's solution](#)

1586.

2039G

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

Quality: 82 global accepts · Rating: 3500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[hyman00's solution](#)

1587.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities
[hyman00's solution](#)

1588.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[hyman00's solution](#)

1589.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, trees
[hyman00's solution](#)

1590.

undefined390

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1591.

undefined442

[X + R\(X\) = N](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1592.

undefined492

[Hotel in Ves Lagos](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1593.

undefined365

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

Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1594.

undefined304

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1595.

undefined366

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1596.

undefined258

[Almost Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1597.

undefined160

[Magic Multiplying Machine](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1598.

undefined131

[Hardwood floor](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1599.

undefined139

[Help Needed!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1600.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1601.

undefined109

[Magic of David Copperfield II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1602.

undefined122

[The book](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1603.

undefined138

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1604.

undefined124

[Broken line](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1605.

undefined157

[Patience](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyman00's solution](#)

1606.

undefined177

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1607.

undefined248

[Integer Linear Programming](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1608.

undefined156

[Strange Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyman00's solution](#)

1609.

undefined153

[Playing with matches](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1610.

undefined150

[Mr. Beetle II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyman00's solution](#)

1611.

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1612.

undefined141

[Jumping Joe](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyman00's solution](#)

1613.

undefined136

[Erasing Edges](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1614.

undefined128

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyman00's solution](#)

1615.

undefined120

[Arhipelago](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1616.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: *special
[hyman00's solution](#)

1617.

undefined202

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1618.

undefined182

[Open the brackets](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1619.

undefined179

[Brackets light](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[hyman00's solution](#)

1620.

undefined174

[Walls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1621.

undefined173

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1622.

undefined553

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[hyman00's solution](#)

1623.

101334G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[hyman00's solution](#)

1624.

undefined429

[Problem Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1625.

undefined509

[Chameleons All Around](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: *special
[hyman00's solution](#)

1626.

undefined420

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

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[hyman00's solution](#)

1627.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: *special

[hyman00's solution](#)

1628.

undefined505

[Prefixes and suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: *special

[hyman00's solution](#)

1629.

undefined277

[Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: *special

[hyman00's solution](#)

1630.

undefined485

[Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: *special

[hyman00's solution](#)

1631.

undefined454

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[hyman00's solution](#)

1632.

undefined544

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

Rating: — · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[hyman00's solution](#)

1633.

undefined313

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[hyman00's solution](#)

1634.

undefined146

[The Runner](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1635.

undefined443

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1636.

undefined169

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1637.

undefined310

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1638.

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1639.

undefined151

[Construct a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1640.

undefined142

[Keyword](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1641.

undefined269

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1642.

undefined502

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

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1643.

undefined274

[Spam-filter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1644.

undefined370

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1645.

undefined552

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1646.

undefined374

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · PyPy 3 (first AC) · Tags: *special

[hyman00's solution](#)

1647.

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1648.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1649.

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1650.

undefined171

[Sarov zones](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1651.

undefined178

[Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1652.

undefined168

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1653.

undefined309

[Real Fun](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1654.

undefined144

[Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1655.

undefined296

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1656.

undefined259

[Printed PR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1657.

undefined249

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1658.

undefined375

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1659.

undefined415

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1660.

undefined519

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1661.

undefined398

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

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1662.

undefined226

[Colored graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1663.

undefined533

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1664.

undefined297

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1665.

undefined546

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1666.

undefined355

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1667.

undefined397

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1668.

undefined130

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1669.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-04 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[hyman00's solution](#)

1670.

undefined175

[Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1671.

undefined181

[X-Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1672.

undefined118

[Digital root](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1673.

undefined347

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1674.

undefined114

[Telecasting station](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1675.

undefined299

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1676.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1677.

undefined172

[eXam](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1678.

undefined344

[Weed](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1679.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1680.

undefined551

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

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1681.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1682.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1683.

undefined108

[Self-numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1684.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · last AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1685.

undefined445

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1686.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special

[hyman00's solution](#)

1687.

undefined482

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[hyman00's solution](#)

1688.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[hyman00's solution](#)

1689.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[hyman00's solution](#)

1690.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[hyman00's solution](#)

1691.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[hyman00's solution](#)

1692.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[hyman00's solution](#)

1693.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[hyman00's solution](#)

1694.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[hyman00's solution](#)

1695.

undefined302

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: *special
[hyman00's solution](#)

1696.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1697.

undefined195

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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1698.

undefined196

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

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1699.

undefined193

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1700.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[hyman00's solution](#)

1701.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: *special
[hyman00's solution](#)

1702.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: *special
[hyman00's solution](#)

1703.

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[hyman00's solution](#)

1704.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: *special
[hyman00's solution](#)

1705.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: *special
[hyman00's solution](#)

1706.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[hyman00's solution](#)

1707.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: *special
[hyman00's solution](#)

1708.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: *special
[hyman00's solution](#)

1709.

undefined197

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Rating: — · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: *special
[hyman00's solution](#)

1710.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: *special
[hyman00's solution](#)

1711.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: *special
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1712.

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[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: *special
[hyman00's solution](#)

1713.

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[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: *special
[hyman00's solution](#)

1714.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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1715.

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[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: *special

[hyman00's solution](#)

1716.

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: —

[hyman00's solution](#)

1717.

100202C

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: —

[hyman00's solution](#)

1718.

undefined183

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Rating: — · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: *special

[hyman00's solution](#)

1719.

undefined116

[Index of super-prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: *special

[hyman00's solution](#)

1720.

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Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[hyman00's solution](#)

1721.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[hyman00's solution](#)

1722.

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[Telephone directory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[hyman00's solution](#)

1723.

undefined125

[Shtirlits](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: —

[hyman00's solution](#)

1724.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[hyman00's solution](#)

1725.

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[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: *special
[hyman00's solution](#)

1726.

undefined403

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

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: *special
[hyman00's solution](#)

1727.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: —
[hyman00's solution](#)

1728.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: —
[hyman00's solution](#)

1729.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: *special
[hyman00's solution](#)

1730.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: *special
[hyman00's solution](#)

1731.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: *special
[hyman00's solution](#)

1732.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: *special
[hyman00's solution](#)

1733.

100645A

[Arithmetically Challenged](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: —
[hyman00's solution](#)

1734.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: —
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1735.

100646E

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Rating: — · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: —
[hyman00's solution](#)