

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

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# Unique solved — iNNNo

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

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

Filters: none

Count: 499

1.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#)

[iNNNo's solution](#)

2.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-01 · GNU C11 (first AC) · Tags: [implementation](#), [math](#)

[iNNNo's solution](#)

3.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [sortings](#)

[iNNNo's solution](#)

4.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#)

[iNNNo's solution](#)

5.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#)

[iNNNo's solution](#)

6.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[iNNNo's solution](#)

7.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#)

[iNNNo's solution](#)

8.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)

[iNNNo's solution](#)

9.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [games](#)

[iNNNo's solution](#)

**10.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,315 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[iNNNo's solution](#)

**11.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[iNNNo's solution](#)

**12.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings  
[iNNNo's solution](#)

**13.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**14.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[iNNNo's solution](#)

**15.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[iNNNo's solution](#)

**16.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[iNNNo's solution](#)

**17.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2023-01-28 · Python 3 (first AC) · Tags: brute force, constructive algorithms  
[iNNNo's solution](#)

**18.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,998 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[iNNNo's solution](#)

**19.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings  
[iNNNo's solution](#)

**20.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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**21.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · PyPy 3-64 (first AC) · Tags: greedy

[iNNNo's solution](#)

**22.**

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[iNNNo's solution](#)

**23.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

[iNNNo's solution](#)

**24.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-30 · Python 3 (first AC) · Tags: constructive algorithms, number theory

[iNNNo's solution](#)

**25.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[iNNNo's solution](#)

**26.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[iNNNo's solution](#)

**27.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[iNNNo's solution](#)

**28.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math

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**29.**

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[iNNNo's solution](#)

**30.**

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[iNNNo's solution](#)

**31.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[iNNNo's solution](#)

**32.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[iNNNo's solution](#)

**33.**

1739A

[Immobile Knight](#) · [Tutorial](#)

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

[iNNNo's solution](#)

**34.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[iNNNo's solution](#)

**35.**

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

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

[iNNNo's solution](#)

**36.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

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

[iNNNo's solution](#)

**37.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

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

[iNNNo's solution](#)

**38.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[iNNNo's solution](#)

**39.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[iNNNo's solution](#)

**40.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[iNNNo's solution](#)

**41.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[iNNNo's solution](#)

**42.**

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[iNNNo's solution](#)

**43.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[iNNNo's solution](#)

**44.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · last AC: 2022-09-02 · Python 3 (first AC) · Tags: math, number theory  
[iNNNo's solution](#)

**45.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**46.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**47.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
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**48.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[iNNNo's solution](#)

**49.**

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[iNNNo's solution](#)

**50.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation  
[iNNNo's solution](#)

**51.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[iNNNo's solution](#)

**52.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**53.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math

[iNNNo's solution](#)

**54.**

1348A

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

Quality: 42,857 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[iNNNo's solution](#)

**55.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[iNNNo's solution](#)

**56.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,768 global accepts · Rating: 800 · first AC: 2022-06-17 · last AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[iNNNo's solution](#)

**57.**

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[iNNNo's solution](#)

**58.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[iNNNo's solution](#)

**59.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[iNNNo's solution](#)

**60.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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**61.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[iNNNo's solution](#)

**62.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[iNNNo's solution](#)

**63.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**64.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[iNNNo's solution](#)

**65.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[iNNNo's solution](#)

**66.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[iNNNo's solution](#)

**67.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[iNNNo's solution](#)

**68.**

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games  
[iNNNo's solution](#)

**69.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[iNNNo's solution](#)

**70.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[iNNNo's solution](#)

**71.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,442 global accepts · Rating: 800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[iNNNo's solution](#)

**72.**

1674A

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

Quality: 27,972 global accepts · Rating: 800 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[iNNNo's solution](#)

**73.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**74.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[iNNNo's solution](#)

**75.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[iNNNo's solution](#)

**76.**

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[iNNNo's solution](#)

**77.**

1678A

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

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[iNNNo's solution](#)

**78.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[iNNNo's solution](#)

**79.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: math

[iNNNo's solution](#)

**80.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[iNNNo's solution](#)

**81.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[iNNNo's solution](#)

**82.**

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[iNNNo's solution](#)

**83.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[iNNNo's solution](#)

**84.**

1520A

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

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-07 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[iNNNo's solution](#)

**85.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,404 global accepts · Rating: 800 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[iNNNo's solution](#)

**86.**

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
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**87.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,832 global accepts · Rating: 800 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
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**88.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**89.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math  
[iNNNo's solution](#)

**90.**

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[iNNNo's solution](#)

**91.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,687 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
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**92.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**93.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math  
[iNNNo's solution](#)

**94.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
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**95.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,001 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings  
[iNNNo's solution](#)

**96.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[iNNNo's solution](#)

**97.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math  
[iNNNo's solution](#)

**98.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,520 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
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**99.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**100.**

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities  
[iNNNo's solution](#)

**101.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[iNNNo's solution](#)

**102.**

1352A

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

Quality: 104,157 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[iNNNo's solution](#)

**103.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
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**104.**

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[iNNNo's solution](#)

**105.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings  
[iNNNo's solution](#)

**106.**

1462A

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

Quality: 48,980 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers  
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**107.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[iNNNo's solution](#)

**108.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,568 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[iNNNo's solution](#)

**109.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,328 global accepts · Rating: 800 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[iNNNo's solution](#)

**110.**

1551A

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

Quality: 58,367 global accepts · Rating: 800 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[iNNNo's solution](#)

**111.**

1547A

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Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[iNNNo's solution](#)

**112.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[iNNNo's solution](#)

**113.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[iNNNo's solution](#)

**114.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[iNNNo's solution](#)

**115.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[iNNNo's solution](#)

**116.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[iNNNo's solution](#)

**117.**

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: strings

[iNNNo's solution](#)

**118.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[iNNNo's solution](#)

**119.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,910 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[iNNNo's solution](#)

**120.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,003 global accepts · Rating: 800 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[iNNNo's solution](#)

**121.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[iNNNo's solution](#)

**122.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[iNNNo's solution](#)

**123.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[iNNNo's solution](#)

**124.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[iNNNo's solution](#)

**125.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[iNNNo's solution](#)

**126.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[iNNNo's solution](#)

**127.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[iNNNo's solution](#)

**128.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,134 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[iNNNo's solution](#)

**129.**

1519B

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

Quality: 33,400 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[iNNNo's solution](#)

**130.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[iNNNo's solution](#)

**131.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[iNNNo's solution](#)

**132.**

1517A

[Sum of 2050](#) · [Tutorial](#)

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

[iNNNo's solution](#)

**133.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,835 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[iNNNo's solution](#)

**134.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[iNNNo's solution](#)

**135.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[iNNNo's solution](#)

**136.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[iNNNo's solution](#)

**137.**

1163A

[Eating Soup](#) · [Tutorial](#)

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

[iNNNo's solution](#)

**138.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**139.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[iNNNo's solution](#)

**140.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[iNNNo's solution](#)

**141.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[iNNNo's solution](#)

**142.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[iNNNo's solution](#)

**143.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[iNNNo's solution](#)

**144.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[iNNNo's solution](#)

**145.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[iNNNo's solution](#)

**146.**

1737A

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

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[iNNNo's solution](#)

**147.**

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[iNNNo's solution](#)

**148.**

1733B

[Rule of League](#) · [Tutorial](#)

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

[iNNNo's solution](#)

**149.**

1505A

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Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

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**150.**

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[iNNNo's solution](#)

**151.**

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[iNNNo's solution](#)

## 152.

1696B

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

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[iNNNo's solution](#)

## 153.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[iNNNo's solution](#)

## 154.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[iNNNo's solution](#)

## 155.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[iNNNo's solution](#)

## 156.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[iNNNo's solution](#)

## 157.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[iNNNo's solution](#)

## 158.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[iNNNo's solution](#)

## 159.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,659 global accepts · Rating: 900 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[iNNNo's solution](#)

## 160.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[iNNNo's solution](#)

## 161.

1475B

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

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[iNNNo's solution](#)

**162.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[iNNNo's solution](#)

**163.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[iNNNo's solution](#)

**164.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-10-01 · Python 3 (first AC) · Tags: implementation  
[iNNNo's solution](#)

**165.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**166.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[iNNNo's solution](#)

**167.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**168.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[iNNNo's solution](#)

**169.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[iNNNo's solution](#)

**170.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[iNNNo's solution](#)

**171.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[iNNNo's solution](#)

**172.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[iNNNo's solution](#)

**173.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[iNNNo's solution](#)

**174.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[iNNNo's solution](#)

**175.**

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings  
[iNNNo's solution](#)

**176.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[iNNNo's solution](#)

**177.**

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[iNNNo's solution](#)

**178.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[iNNNo's solution](#)

**179.**

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[iNNNo's solution](#)

**180.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[iNNNo's solution](#)

**181.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[iNNNo's solution](#)

**182.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[iNNNo's solution](#)

**183.**

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[iNNNo's solution](#)

**184.**

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory  
[iNNNo's solution](#)

**185.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[iNNNo's solution](#)

**186.**

1984B

[Large Addition](#) · [Tutorial](#)

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

**187.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[iNNNo's solution](#)

**188.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[iNNNo's solution](#)

**189.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[iNNNo's solution](#)

**190.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[iNNNo's solution](#)

**191.**

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[iNNNo's solution](#)

**192.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math  
[iNNNo's solution](#)

**193.**

1807G2

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

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[iNNNo's solution](#)

**194.**

1807G1

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

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

[iNNNo's solution](#)

**195.**

1788B

[Sum of Two Numbers · Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[iNNNo's solution](#)

**196.**

633A

[Ebony and Ivory · Tutorial](#)

Quality: 14,695 global accepts · Rating: 1100 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[iNNNo's solution](#)

**197.**

1760E

[Binary Inversions · Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[iNNNo's solution](#)

**198.**

1743C

[Save the Magazines · Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[iNNNo's solution](#)

**199.**

1739B

[Array Recovery · Tutorial](#)

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

[iNNNo's solution](#)

**200.**

1729C

[Jumping on Tiles · Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[iNNNo's solution](#)

**201.**

1717B

[Madoka and Underground Competitions · Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[iNNNo's solution](#)

**202.**

1712C

[Sort Zero · Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[iNNNo's solution](#)

**203.**

841B

[Godsend · Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[iNNNo's solution](#)

**204.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings  
[iNNNo's solution](#)

**205.**

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[iNNNo's solution](#)

**206.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[iNNNo's solution](#)

**207.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**208.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[iNNNo's solution](#)

**209.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
[iNNNo's solution](#)

**210.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs  
[iNNNo's solution](#)

**211.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 1100 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[iNNNo's solution](#)

**212.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings  
[iNNNo's solution](#)

**213.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers  
[iNNNo's solution](#)

**214.**

1511C

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

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures,

implementation, trees

[iNNNo's solution](#)

**215.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[iNNNo's solution](#)

**216.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[iNNNo's solution](#)

**217.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[iNNNo's solution](#)

**218.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[iNNNo's solution](#)

**219.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[iNNNo's solution](#)

**220.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-26 · last AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[iNNNo's solution](#)

**221.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: games

[iNNNo's solution](#)

**222.**

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[iNNNo's solution](#)

**223.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[iNNNo's solution](#)

**224.**

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[iNNNo's solution](#)

**225.**

1730C

[Minimum Notation](#) · [Tutorial](#)

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

[iNNNo's solution](#)

**226.**

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[iNNNo's solution](#)

**227.**

1729D

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

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[iNNNo's solution](#)

**228.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[iNNNo's solution](#)

**229.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[iNNNo's solution](#)

**230.**

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[iNNNo's solution](#)

**231.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[iNNNo's solution](#)

**232.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[iNNNo's solution](#)

**233.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[iNNNo's solution](#)

**234.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[iNNNo's solution](#)

**235.**

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
[iNNNo's solution](#)

**236.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[iNNNo's solution](#)

**237.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1200 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation  
[iNNNo's solution](#)

**238.**

546B

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

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[iNNNo's solution](#)

**239.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[iNNNo's solution](#)

**240.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math  
[iNNNo's solution](#)

**241.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[iNNNo's solution](#)

**242.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[iNNNo's solution](#)

**243.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[iNNNo's solution](#)

**244.**

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy  
[iNNNo's solution](#)

**245.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[iNNNo's solution](#)

**246.**

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[iNNNo's solution](#)

**247.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[iNNNo's solution](#)

**248.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[iNNNo's solution](#)

**249.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[iNNNo's solution](#)

**250.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[iNNNo's solution](#)

**251.**

1733C

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

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

[iNNNo's solution](#)

**252.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[iNNNo's solution](#)

**253.**

1703F

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

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[iNNNo's solution](#)

**254.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[iNNNo's solution](#)

**255.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[iNNNo's solution](#)

**256.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[iNNNo's solution](#)

**257.**

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[iNNNo's solution](#)

**258.**

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[iNNNo's solution](#)

**259.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[iNNNo's solution](#)

**260.**

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[iNNNo's solution](#)

**261.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings  
[iNNNo's solution](#)

**262.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[iNNNo's solution](#)

**263.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[iNNNo's solution](#)

**264.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy  
[iNNNo's solution](#)

**265.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[iNNNo's solution](#)

**266.**

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[iNNNo's solution](#)

**267.**

1733D1

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

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

[iNNNo's solution](#)

**268.**

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[iNNNo's solution](#)

**269.**

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[iNNNo's solution](#)

**270.**

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[iNNNo's solution](#)

**271.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[iNNNo's solution](#)

**272.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[iNNNo's solution](#)

**273.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[iNNNo's solution](#)

**274.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[iNNNo's solution](#)

**275.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[iNNNo's solution](#)

**276.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math  
[iNNNo's solution](#)

**277.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy  
[iNNNo's solution](#)

**278.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[iNNNo's solution](#)

**279.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[iNNNo's solution](#)

**280.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[iNNNo's solution](#)

**281.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[iNNNo's solution](#)

**282.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation  
[iNNNo's solution](#)

**283.**

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[iNNNo's solution](#)

**284.**

1163B1

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

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

**285.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[iNNNo's solution](#)

**286.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[iNNNo's solution](#)

**287.**

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[iNNNo's solution](#)

**288.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[iNNNo's solution](#)

**289.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[iNNNo's solution](#)

**290.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[iNNNo's solution](#)

**291.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[iNNNo's solution](#)

**292.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[iNNNo's solution](#)

**293.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[iNNNo's solution](#)

**294.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[iNNNo's solution](#)

**295.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[iNNNo's solution](#)

**296.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[iNNNo's solution](#)

**297.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[iNNNo's solution](#)

**298.**

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[iNNNo's solution](#)

**299.**

1163B2

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

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

[iNNNo's solution](#)

**300.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[iNNNo's solution](#)

**301.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[iNNNo's solution](#)

**302.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[iNNNo's solution](#)

**303.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[iNNNo's solution](#)

**304.**

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[iNNNo's solution](#)

**305.**

1730B

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

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

[iNNNo's solution](#)

**306.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs, greedy

[iNNNo's solution](#)

**307.**

1703G

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

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[iNNNo's solution](#)

**308.**

1702E

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

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[iNNNo's solution](#)

**309.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[iNNNo's solution](#)

**310.**

1678C

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

Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[iNNNo's solution](#)

**311.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,089 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[iNNNo's solution](#)

**312.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[iNNNo's solution](#)

**313.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[iNNNo's solution](#)

**314.**

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[iNNNo's solution](#)

**315.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[iNNNo's solution](#)

**316.**

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[iNNNo's solution](#)

**317.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[iNNNo's solution](#)

**318.**

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[iNNNo's solution](#)

**319.**

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[iNNNo's solution](#)

**320.**

1984C2

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

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

[iNNNo's solution](#)

**321.**

1169C

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

Rating: 1700 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[iNNNo's solution](#)

**322.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[iNNNo's solution](#)

**323.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[iNNNo's solution](#)

**324.**

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2023-08-01 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[iNNNo's solution](#)

**325.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[iNNNo's solution](#)

**326.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[iNNNo's solution](#)

**327.**

1625C

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

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[iNNNo's solution](#)

**328.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[iNNNo's solution](#)

**329.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[iNNNo's solution](#)

**330.**

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[iNNNo's solution](#)

**331.**

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[iNNNo's solution](#)

**332.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[iNNNo's solution](#)

**333.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[iNNNo's solution](#)

**334.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[iNNNo's solution](#)

**335.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[iNNNo's solution](#)

**336.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[iNNNo's solution](#)

**337.**

296D

[Greg and Graph](#) · [Tutorial](#)

Quality: 1700 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[iNNNo's solution](#)

**338.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[iNNNo's solution](#)

**339.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[iNNNo's solution](#)

**340.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[iNNNo's solution](#)

**341.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[iNNNo's solution](#)

**342.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[iNNNo's solution](#)

**343.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[iNNNo's solution](#)

**344.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[iNNNo's solution](#)

**345.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[iNNNo's solution](#)

**346.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[iNNNo's solution](#)

**347.**

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[iNNNo's solution](#)

**348.**

1705D

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[iNNNo's solution](#)

**349.**

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[iNNNo's solution](#)

**350.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[iNNNo's solution](#)

**351.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[iNNNo's solution](#)

**352.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[iNNNo's solution](#)

**353.**

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[iNNNo's solution](#)

**354.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[iNNNo's solution](#)

**355.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[iNNNo's solution](#)

**356.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[iNNNo's solution](#)

**357.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[iNNNo's solution](#)

**358.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · last AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[iNNNo's solution](#)

**359.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[iNNNo's solution](#)

**360.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[iNNNo's solution](#)

**361.**

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

[iNNNo's solution](#)

**362.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[iNNNo's solution](#)

**363.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[iNNNo's solution](#)

**364.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[iNNNo's solution](#)

**365.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[iNNNo's solution](#)

**366.**

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[iNNNo's solution](#)

**367.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[iNNNo's solution](#)

**368.**

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules  
[iNNNo's solution](#)

**369.**

999E

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

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy  
[iNNNo's solution](#)

**370.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[iNNNo's solution](#)

**371.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[iNNNo's solution](#)

**372.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings  
[iNNNo's solution](#)

**373.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[iNNNo's solution](#)

**374.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[iNNNo's solution](#)

**375.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2021-05-01 · last AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths  
[iNNNo's solution](#)

**376.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2021-04-21 · last AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[iNNNo's solution](#)

**377.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math  
[iNNNo's solution](#)

**378.**

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2100 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[iNNNo's solution](#)

**379.**

373E

[Watching Fireworks is Fun](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[iNNNo's solution](#)

**380.**

1265E

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

Quality: 4,524 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities  
[iNNNo's solution](#)

**381.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation  
[iNNNo's solution](#)

**382.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees  
[iNNNo's solution](#)

**383.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2021-09-29 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[iNNNo's solution](#)

**384.**

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[iNNNo's solution](#)

**385.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees  
[iNNNo's solution](#)

**386.**

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths  
[iNNNo's solution](#)

**387.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[iNNNo's solution](#)

**388.**

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[iNNNo's solution](#)

**389.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[iNNNo's solution](#)

**390.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2021-04-15 · last AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[iNNNo's solution](#)

**391.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: flows

[iNNNo's solution](#)

**392.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[iNNNo's solution](#)

**393.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, sortings

[iNNNo's solution](#)

**394.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[iNNNo's solution](#)

**395.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[iNNNo's solution](#)

**396.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[iNNNo's solution](#)

**397.**

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[iNNNo's solution](#)

**398.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[iNNNo's solution](#)

**399.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[iNNNo's solution](#)

**400.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[iNNNo's solution](#)

**401.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[iNNNo's solution](#)

**402.**

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[iNNNo's solution](#)

**403.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[iNNNo's solution](#)

**404.**

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[iNNNo's solution](#)

**405.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[iNNNo's solution](#)

**406.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[iNNNo's solution](#)

**407.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[iNNNo's solution](#)

**408.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[iNNNo's solution](#)

**409.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[iNNNo's solution](#)

**410.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[iNNNo's solution](#)

**411.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[iNNNo's solution](#)

**412.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[iNNNo's solution](#)

**413.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry

[iNNNo's solution](#)

**414.**

1055172

[A To D](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**415.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**416.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · Python 3 (first AC) · Tags: —

[iNNNo's solution](#)

**417.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**418.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**419.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**420.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**421.**

100551D

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

Rating: — · first AC: 2025-03-19 · last AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**422.**

100551C

[Bridges in a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**423.**

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[iNNNo's solution](#)

**424.**

100551E

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

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**425.**

100551A

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

Rating: — · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**426.**

1036327

[B\\$00d5`KC' 3D CCp](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**427.**

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**428.**

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**429.**

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**430.**

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**431.**

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**432.**

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**433.**

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**434.**

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[iNNNo's solution](#)

**435.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[iNNNo's solution](#)

**436.**

1952A

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

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[iNNNo's solution](#)

**437.**

104974A

[Happy Valentine's Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**438.**

1041566

[A@CäC,2D`5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-01-28 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**439.**

104451A

[A TDT8D T8CÄ8Dö](#)

Rating: — · first AC: 2023-08-27 · Python 3 (first AC) · Tags: —

[iNNNo's solution](#)

**440.**

1042916

[A=00DCT@CT=Dd8Dö](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**441.**

1812D

[Trivial Conjecture](#) · Tutorial

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[iNNNo's solution](#)

**442.**

1812A

[Are You a Robot?](#) · Tutorial

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[iNNNo's solution](#)

**443.**

100599D

[A0x0\\$D 5C'LCP](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**444.**

1041567

[A00A+CE](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**445.**

1041565

[AÄ5D\\$@CäAD\\$@Cä9](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**446.**

1041553

[B >C0D"Ô?D';CTACäA](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**447.**

1041552

[A00Cä8Ct2CT4CT=C,,5 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**448.**

1041551

[B 0040T;CT=C,,5 Cò@Dò<CäCC4>C'LCÔ8C#0](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**449.**

1001563

[A+B=C](#) · Tutorial

Rating: — · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**450.**

1035338

[A0x0D0D :C€](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**451.**

1029352

[B U0010,,5CÔ8CR BC 1C´8DdK](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**452.**

1029351

[AD20riaAD\\$0CÔ:C](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**453.**

1029366

[B8D,rj@](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**454.**

1024807

[A U0003Cä<C B](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**455.**

1024806

[A;C=0,,@Cä2C=0 D4GC AD\\$:C](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**456.**

1024805

[AÄ00AC,,<C ;DÄ=Cä5 CÔ@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**457.**

1024794

[Aä;D;Cä68C 4C 4C´O D >C >D\\$>C](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**458.**

1024793

[A->Dtr@ D @D4BC,,=Cä9](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**459.**

1024792

[A@C@AÄT2D´HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**460.**

1024791

[B U0010CäAD\\$L C=2C 4D 0D\\$>C](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**461.**

1035324

[AÄDrAC,,2D²Ô?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**462.**

1035323

[B\\$@C^CC4>C^LCÔ0Dò 3Cä;Cä2Cä;Cä<C=0](#)

Rating: — · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**463.**

1035336

[B >D B@,, @Cä2C=0 CD@Cä1CT9](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[iNNNo's solution](#)

**464.**

100082G

[area](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**465.**

100853D

[A@;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**466.**

1663H

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

Quality: 1,353 global accepts · Rating: — · first AC: 2022-10-27 · Text (first AC) · Tags: \*special, constructive algorithms

[iNNNo's solution](#)

**467.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-10-27 · Python 3 (first AC) · Tags: \*special, divide and conquer, implementation, math

[iNNNo's solution](#)

**468.**

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: \*special, combinatorics, dp, math

[iNNNo's solution](#)

**469.**

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**470.**

103029D

[John and pizza](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**471.**

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**472.**

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**473.**

1033852

[A4DrlC=8](#)

Rating: — · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**474.**

1033853

[A5x00AD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2022-08-31 · last AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**475.**

1033851

[AãB0ãCD :](#)

Rating: — · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**476.**

103631A

[B40Cã DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**477.**

397C

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[iNNNo's solution](#)

**478.**

103810C

[BD0DãICTB](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**479.**

103810B

[A00DãD`9 D\\$0CÔ5D`](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**480.**

103810A

[B40CãCä2C=0](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**481.**

100168T

[B-0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**482.**

100168R

[Aô@0;ãC 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7C=Ç](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**483.**

100168Q

[Aô@0;ãC 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**484.**

100168P

[A@CjA C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**485.**

100168K

[A5D5D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**486.**

100168J

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**487.**

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**488.**

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**489.**

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**490.**

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**491.**

102203F

[A B C j A,,>D\\$5C=0](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**492.**

102375K

[<<Aa>CÔBCal D#ää 4C`O CD2Cä8DP](#)

Rating: — · first AC: 2022-04-14 · last AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**493.**

102375A

[A @CjA DCÄ5D\\$8Dt5D :C O CÄ0C48Dö](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[iNNNo's solution](#)

**494.**

1663C

[P Ö! Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[iNNNo's solution](#)

**495.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, expression parsing, trees

[iNNNo's solution](#)

**496.**

1010211

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Rating: — · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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