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Unique solved — imtian

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1.

1915C

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1890A

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5.

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731A

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7.

1896A

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8.

1791B

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9.

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11.

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28.

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30.

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9A

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58.

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1665A

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73.

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1553A
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1551A

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88.

1552A

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90.

1549A

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91.

1554A

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92.

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98.

703A

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750A

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1352A

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104.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,606 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings
[imtian's solution](#)

105.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,669 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force
[imtian's solution](#)

106.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,379 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: dp, greedy
[imtian's solution](#)

107.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,410 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: implementation, sortings, strings
[imtian's solution](#)

108.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,965 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: implementation, strings
[imtian's solution](#)

109.

268A

[Games](#) · [Tutorial](#)

Quality: 104,219 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force

[imtian's solution](#)

110.

1328A

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

Quality: 131,916 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: math

[imtian's solution](#)

111.

443A

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

Quality: 112,068 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[imtian's solution](#)

112.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,424 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

113.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,823 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

114.

486A

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

Quality: 154,159 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation, math

[imtian's solution](#)

115.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,217 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

116.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,109 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

117.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,205 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[imtian's solution](#)

118.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,406 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[imtian's solution](#)

119.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,473 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

120.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,343 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

121.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,547 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

122.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,637 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

123.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,519 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

124.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,098 global accepts · Rating: 800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[imtian's solution](#)

125.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,107 global accepts · Rating: 800 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[imtian's solution](#)

126.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,807 global accepts · Rating: 800 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: math

[imtian's solution](#)

127.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[imtian's solution](#)

128.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,567 global accepts · Rating: 800 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

129.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,509 global accepts · Rating: 800 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: *special, implementation

[imtian's solution](#)

130.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,542 global accepts · Rating: 800 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: implementation, strings

[imtian's solution](#)

131.

1455A

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

Quality: 27,410 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, number theory

[imtian's solution](#)

132.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[imtian's solution](#)

133.

1454A

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

Quality: 44,063 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

[imtian's solution](#)

134.

59A

[Word](#) · [Tutorial](#)

Quality: 227,962 global accepts · Rating: 800 · first AC: 2020-11-23 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: implementation, strings

[imtian's solution](#)

135.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,958 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

136.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,472 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation, strings

[imtian's solution](#)

137.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,554 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation, strings

[imtian's solution](#)

138.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,757 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force

[imtian's solution](#)

139.

977A

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

Quality: 217,511 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

140.

791A

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

Quality: 257,248 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

141.

546A

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

Quality: 235,235 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[imtian's solution](#)

142.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,065 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[imtian's solution](#)

143.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,165 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: math
[imtian's solution](#)

144.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,433 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation, math
[imtian's solution](#)

145.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,390 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings
[imtian's solution](#)

146.

281A

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

Quality: 271,020 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation, strings
[imtian's solution](#)

147.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,042 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation
[imtian's solution](#)

148.

112A

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

Quality: 287,286 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation, strings
[imtian's solution](#)

149.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,332 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation
[imtian's solution](#)

150.

266A

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

Quality: 244,599 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation
[imtian's solution](#)

151.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math
[imtian's solution](#)

152.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy
[imtian's solution](#)

153.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[imtian's solution](#)

154.

231A

[Team](#) · [Tutorial](#)

Quality: 430,310 global accepts · Rating: 800 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[imtian's solution](#)

155.

71A

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

Quality: 503,317 global accepts · Rating: 800 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: strings

[imtian's solution](#)

156.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[imtian's solution](#)

157.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[imtian's solution](#)

158.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math

[imtian's solution](#)

159.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,655 global accepts · Rating: 800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[imtian's solution](#)

160.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math

[imtian's solution](#)

161.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,962 global accepts · Rating: 800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[imtian's solution](#)

162.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: greedy, math

[imtian's solution](#)

163.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,430 global accepts · Rating: 800 · first AC: 2020-09-05 · last AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[imtian's solution](#)

164.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,776 global accepts · Rating: 900 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[imtian's solution](#)

165.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,697 global accepts · Rating: 900 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[imtian's solution](#)

166.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,028 global accepts · Rating: 900 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[imtian's solution](#)

167.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[imtian's solution](#)

168.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[imtian's solution](#)

169.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[imtian's solution](#)

170.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,899 global accepts · Rating: 900 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[imtian's solution](#)

171.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,960 global accepts · Rating: 900 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[imtian's solution](#)

172.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[imtian's solution](#)

173.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[imtian's solution](#)

174.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,593 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[imtian's solution](#)

175.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[imtian's solution](#)

176.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,395 global accepts · Rating: 900 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: brute force, math
[imtian's solution](#)

177.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,047 global accepts · Rating: 900 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: implementation, number theory
[imtian's solution](#)

178.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,026 global accepts · Rating: 900 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[imtian's solution](#)

179.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,695 global accepts · Rating: 900 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: implementation
[imtian's solution](#)

180.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,491 global accepts · Rating: 900 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[imtian's solution](#)

181.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,074 global accepts · Rating: 900 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: strings
[imtian's solution](#)

182.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,913 global accepts · Rating: 900 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: greedy
[imtian's solution](#)

183.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,700 global accepts · Rating: 900 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[imtian's solution](#)

184.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,015 global accepts · Rating: 900 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation
[imtian's solution](#)

185.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: brute force, geometry
[imtian's solution](#)

186.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 900 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: implementation
[imtian's solution](#)

187.

96A

[Football](#) · [Tutorial](#)

Quality: 193,662 global accepts · Rating: 900 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: implementation, strings
[imtian's solution](#)

188.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,120 global accepts · Rating: 900 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: math
[imtian's solution](#)

189.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,742 global accepts · Rating: 900 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: greedy, sortings
[imtian's solution](#)

190.

1475B

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

Quality: 57,259 global accepts · Rating: 900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, dp, math
[imtian's solution](#)

191.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,831 global accepts · Rating: 900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math, number theory
[imtian's solution](#)

192.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[imtian's solution](#)

193.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[imtian's solution](#)

194.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[imtian's solution](#)

195.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,723 global accepts · Rating: 1000 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[imtian's solution](#)

196.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,272 global accepts · Rating: 1000 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[imtian's solution](#)

197.

43A

[Football](#) · [Tutorial](#)

Quality: 69,173 global accepts · Rating: 1000 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[imtian's solution](#)

198.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,936 global accepts · Rating: 1000 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[imtian's solution](#)

199.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,501 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[imtian's solution](#)

200.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[imtian's solution](#)

201.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,749 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[imtian's solution](#)

202.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,254 global accepts · Rating: 1000 · first AC: 2020-11-17 · last AC: 2023-12-16 · GNU C++11 (first AC) · Tags: math

[imtian's solution](#)

203.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,476 global accepts · Rating: 1000 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[imtian's solution](#)

204.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2022-12-14 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[imtian's solution](#)

205.

1506C

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

Quality: 35,638 global accepts · Rating: 1000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[imtian's solution](#)

206.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[imtian's solution](#)

207.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[imtian's solution](#)

208.

1632B

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

Quality: 31,540 global accepts · Rating: 1000 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[imtian's solution](#)

209.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,942 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[imtian's solution](#)

210.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

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

211.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, math
[imtian's solution](#)

212.

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[imtian's solution](#)

213.

339B

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

Quality: 81,378 global accepts · Rating: 1000 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: implementation
[imtian's solution](#)

214.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,286 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, math
[imtian's solution](#)

215.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: implementation, strings
[imtian's solution](#)

216.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1000 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: implementation
[imtian's solution](#)

217.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,810 global accepts · Rating: 1000 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: brute force, number theory
[imtian's solution](#)

218.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,003 global accepts · Rating: 1000 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: greedy, strings

[imtian's solution](#)

219.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,450 global accepts · Rating: 1000 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: implementation, strings

[imtian's solution](#)

220.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,387 global accepts · Rating: 1000 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation, math

[imtian's solution](#)

221.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[imtian's solution](#)

222.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[imtian's solution](#)

223.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,345 global accepts · Rating: 1100 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[imtian's solution](#)

224.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[imtian's solution](#)

225.

706B

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

Quality: 84,473 global accepts · Rating: 1100 · first AC: 2024-07-19 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation

[imtian's solution](#)

226.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2024-07-09 · last AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[imtian's solution](#)

227.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[imtian's solution](#)

228.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[imtian's solution](#)

229.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[imtian's solution](#)

230.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[imtian's solution](#)

231.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation, strings
[imtian's solution](#)

232.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[imtian's solution](#)

233.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
[imtian's solution](#)

234.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[imtian's solution](#)

235.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[imtian's solution](#)

236.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[imtian's solution](#)

237.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,839 global accepts · Rating: 1100 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: *special, greedy, implementation
[imtian's solution](#)

238.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[imtian's solution](#)

239.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[imtian's solution](#)

240.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[imtian's solution](#)

241.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[imtian's solution](#)

242.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,334 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[imtian's solution](#)

243.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,025 global accepts · Rating: 1200 · first AC: 2024-07-19 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[imtian's solution](#)

244.

1352C

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

Quality: 69,779 global accepts · Rating: 1200 · first AC: 2024-07-19 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[imtian's solution](#)

245.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2024-07-09 · last AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[imtian's solution](#)

246.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[imtian's solution](#)

247.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[imtian's solution](#)

248.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2022-12-08 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[imtian's solution](#)

249.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[imtian's solution](#)

250.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[imtian's solution](#)

251.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,391 global accepts · Rating: 1200 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[imtian's solution](#)

252.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2022-11-16 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[imtian's solution](#)

253.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[imtian's solution](#)

254.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,630 global accepts · Rating: 1200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[imtian's solution](#)

255.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[imtian's solution](#)

256.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[imtian's solution](#)

257.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[imtian's solution](#)

258.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[imtian's solution](#)

259.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: math, number theory

[imtian's solution](#)

260.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,201 global accepts · Rating: 1200 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[imtian's solution](#)

261.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[imtian's solution](#)

262.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[imtian's solution](#)

263.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[imtian's solution](#)

264.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[imtian's solution](#)

265.

2187A

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

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[imtian's solution](#)

266.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,207 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths
[imtian's solution](#)

267.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,881 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[imtian's solution](#)

268.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,168 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[imtian's solution](#)

269.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,886 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[imtian's solution](#)

270.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,838 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[imtian's solution](#)

271.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[imtian's solution](#)

272.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[imtian's solution](#)

273.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
[imtian's solution](#)

274.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2022-12-09 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, sortings
[imtian's solution](#)

275.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2022-12-09 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[imtian's solution](#)

276.

1650D

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

Quality: 14,711 global accepts · Rating: 1300 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[imtian's solution](#)

277.

1638C

[Inversion Graph](#) · [Tutorial](#)

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

278.

1561B

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

Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[imtian's solution](#)

279.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[imtian's solution](#)

280.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[imtian's solution](#)

281.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[imtian's solution](#)

282.

1555B

[Two Tables](#) · [Tutorial](#)

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

[imtian's solution](#)

283.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[imtian's solution](#)

284.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,883 global accepts · Rating: 1300 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force

[imtian's solution](#)

285.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation

[imtian's solution](#)

286.

1454D

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

Quality: 22,157 global accepts · Rating: 1300 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[imtian's solution](#)

287.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 1400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[imtian's solution](#)

288.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,951 global accepts · Rating: 1400 · first AC: 2022-11-18 · last AC: 2025-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[imtian's solution](#)

289.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,777 global accepts · Rating: 1400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[imtian's solution](#)

290.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[imtian's solution](#)

291.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[imtian's solution](#)

292.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[imtian's solution](#)

293.

279B

[Books](#) · [Tutorial](#)

Quality: 72,444 global accepts · Rating: 1400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[imtian's solution](#)

294.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[imtian's solution](#)

295.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu

[imtian's solution](#)

296.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[imtian's solution](#)

297.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[imtian's solution](#)

298.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar

[imtian's solution](#)

299.

1728C

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

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

[imtian's solution](#)

300.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[imtian's solution](#)

301.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[imtian's solution](#)

302.

1559D1

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

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

[imtian's solution](#)

303.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[imtian's solution](#)

304.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[imtian's solution](#)

305.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[imtian's solution](#)

306.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[imtian's solution](#)

307.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[imtian's solution](#)

308.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,506 global accepts · Rating: 1500 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[imtian's solution](#)

309.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imtian's solution](#)

310.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imtian's solution](#)

311.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[imtian's solution](#)

312.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[imtian's solution](#)

313.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[imtian's solution](#)

314.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[imtian's solution](#)

315.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[imtian's solution](#)

316.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[imtian's solution](#)

317.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[imtian's solution](#)

318.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-19 · last AC: 2022-11-07 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[imtian's solution](#)

319.

1418C

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

Quality: 28,141 global accepts · Rating: 1500 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[imtian's solution](#)

320.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[imtian's solution](#)

321.

1542B

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

Quality: 26,541 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[imtian's solution](#)

322.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[imtian's solution](#)

323.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
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324.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[imtian's solution](#)

325.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-05 · PyPy 3 (first AC) · Tags: combinatorics, graphs, greedy, sortings
[imtian's solution](#)

326.

1545A

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

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: sortings
[imtian's solution](#)

327.

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[imtian's solution](#)

328.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[imtian's solution](#)

329.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[imtian's solution](#)

330.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[imtian's solution](#)

331.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
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332.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,366 global accepts · Rating: 1600 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[imtian's solution](#)

333.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[imtian's solution](#)

334.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[imtian's solution](#)

335.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[imtian's solution](#)

336.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1600 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[imtian's solution](#)

337.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[imtian's solution](#)

338.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees
[imtian's solution](#)

339.

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy
[imtian's solution](#)

340.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[imtian's solution](#)

341.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[imtian's solution](#)

342.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[imtian's solution](#)

343.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force,

dp, math

[imtian's solution](#)

344.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[imtian's solution](#)

345.

1567C

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

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[imtian's solution](#)

346.

1555D

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

Quality: 15,470 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[imtian's solution](#)

347.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: math, number theory

[imtian's solution](#)

348.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[imtian's solution](#)

349.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[imtian's solution](#)

350.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[imtian's solution](#)

351.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[imtian's solution](#)

352.

1520F1

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

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: binary search, interactive

[imtian's solution](#)

353.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[imtian's solution](#)

354.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[imtian's solution](#)

355.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[imtian's solution](#)

356.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imtian's solution](#)

357.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[imtian's solution](#)

358.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[imtian's solution](#)

359.

977F

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

Quality: 25,132 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imtian's solution](#)

360.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[imtian's solution](#)

361.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[imtian's solution](#)

362.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation

[imtian's solution](#)

363.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,096 global accepts · Rating: 1700 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[imtian's solution](#)

364.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[imtian's solution](#)

365.

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[imtian's solution](#)

366.

1594D

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

Quality: 9,400 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[imtian's solution](#)

367.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[imtian's solution](#)

368.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[imtian's solution](#)

369.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[imtian's solution](#)

370.

1557C

[Moamen and XOR](#) · [Tutorial](#)

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

[imtian's solution](#)

371.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[imtian's solution](#)

372.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · Java 11 (first AC) · Tags: bitmasks, brute force, greedy, math

[imtian's solution](#)

373.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[imtian's solution](#)

374.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation
[imtian's solution](#)

375.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[imtian's solution](#)

376.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math
[imtian's solution](#)

377.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers
[imtian's solution](#)

378.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[imtian's solution](#)

379.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
[imtian's solution](#)

380.

1509C

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

Quality: 15,311 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[imtian's solution](#)

381.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2021-10-16 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[imtian's solution](#)

382.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[imtian's solution](#)

383.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings
[imtian's solution](#)

384.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[imtian's solution](#)

385.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[imtian's solution](#)

386.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[imtian's solution](#)

387.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[imtian's solution](#)

388.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[imtian's solution](#)

389.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[imtian's solution](#)

390.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[imtian's solution](#)

391.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, strings

[imtian's solution](#)

392.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[imtian's solution](#)

393.

1491D

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

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[imtian's solution](#)

394.

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[imtian's solution](#)

395.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[imtian's solution](#)

396.

1260D

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

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2026-03-11 · last AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[imtian's solution](#)

397.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[imtian's solution](#)

398.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[imtian's solution](#)

399.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imtian's solution](#)

400.

149D

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

Quality: 4,613 global accepts · Rating: 1900 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imtian's solution](#)

401.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1900 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imtian's solution](#)

402.

792D

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

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees

[imtian's solution](#)

403.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[imtian's solution](#)

404.

1649E

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

Rating: 1900 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[imtian's solution](#)

405.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[imtian's solution](#)

406.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[imtian's solution](#)

407.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[imtian's solution](#)

408.

1547F

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

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[imtian's solution](#)

409.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[imtian's solution](#)

410.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[imtian's solution](#)

411.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[imtian's solution](#)

412.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[imtian's solution](#)

413.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[imtian's solution](#)

414.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy,

implementation, strings, two pointers

[imtian's solution](#)

415.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 2000 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[imtian's solution](#)

416.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

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1811F

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425.

1547G

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Quality: 3,550 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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1671E

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427.

1560F2

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429.

1555E

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1618G

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431.

1635E

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Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

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[imtian's solution](#)

433.

1311E

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Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[imtian's solution](#)

434.

1907G

[Lights · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[imtian's solution](#)

435.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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436.

1650F

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437.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[imtian's solution](#)

438.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

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439.

1557D

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Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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440.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[imtian's solution](#)

441.

1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[imtian's solution](#)

442.

1681F

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Quality: 2,324 global accepts · Rating: 2300 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[imtian's solution](#)

443.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[imtian's solution](#)

444.

1552E

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Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings

[imtian's solution](#)

445.

1550D

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[imtian's solution](#)

446.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[imtian's solution](#)

447.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[imtian's solution](#)

448.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

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449.

1665E

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Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

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450.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[imtian's solution](#)

451.

1559D2

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Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[imtian's solution](#)

452.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[imtian's solution](#)

453.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[imtian's solution](#)

454.

1554E

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Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[imtian's solution](#)

455.

1545C

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

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[imtian's solution](#)

456.

2222D

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

Quality: 3,191 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[imtian's solution](#)

457.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[imtian's solution](#)

458.

2222B

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

Quality: 7,283 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[imtian's solution](#)

459.

2222A

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

Quality: 10,004 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

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460.

2226D

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Quality: 2,219 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

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461.

2226C

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Quality: 5,538 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[imtian's solution](#)

462.

2226B

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

Quality: 10,064 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[imtian's solution](#)

463.

2226A

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464.

2227D

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Quality: 8,855 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

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465.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,277 global accepts · Rating: — · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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466.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

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467.

1663D

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Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[imtian's solution](#)

468.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

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469.

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[imtian's solution](#)

470.

102361J

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Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[imtian's solution](#)

471.

103055A

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Rating: — · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: —

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