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Unique solved — isaf27

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

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Count: 1,163

- 1.**
2211A
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- 2.**
2178A
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- 3.**
2157A
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- 4.**
2057A
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- 5.**
2053A
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1994A
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- 7.**
1984A
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- 8.**
1975A
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- 9.**
1773F
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10.

1942A

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11.

1919B

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12.

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13.

1804A

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1781A

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15.

1779A

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16.

1769A

[B47CmDò 4Cä@Cä3C](#)

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17.

1765B

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18.

1743A

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19.

71A

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20.

1761A

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21.

1704A

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22.

1743B

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1746B

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24.

1746A

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1738A

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26.

1656A

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27.

1616A

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28.

1608A

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29.

1552A

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30.

1544B

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31.

1544A

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32.

1534A

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33.

1491A

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34.

1368A

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35.

1305A

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36.

1307A

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37.

1284A

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38.

1270A

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39.

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40.

1148A

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1092B

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44.

1097A

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45.

1091A

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46.

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1095A

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48.

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49.

1054A

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50.

1065A

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51.

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52.

520A

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53.

1028A

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54.

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55.

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56.

952A

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57.

935A

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58.

938A

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932A

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60.

620A

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61.

609A

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62.

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855A

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66.

769A

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67.

755A

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68.

750A

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69.

748A

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70.

751A

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71.

749A

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734B

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73.

734A

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74.

688A

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75.

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76.

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77.

701A

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78.

707A

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79.

236A

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80.

677A

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81.

676A

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82.

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85.

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86.

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87.

2157B

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88.

1779B

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89.

1737A

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90.

1427A

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91.

1279A

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92.

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93.

1095B

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94.

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935B

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96.

914A

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97.

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98.

622B

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616A

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100.

915A

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101.

598A

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913A

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103.

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[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isaf27's solution](#)

106.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[isaf27's solution](#)

107.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · last AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[isaf27's solution](#)

108.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[isaf27's solution](#)

109.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: implementation, math

[isaf27's solution](#)

110.

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[isaf27's solution](#)

111.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[isaf27's solution](#)

112.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: implementation

[isaf27's solution](#)

113.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-12-04 · Python 3 (first AC) · Tags: implementation

[isaf27's solution](#)

114.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[isaf27's solution](#)

115.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[isaf27's solution](#)

116.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[isaf27's solution](#)

117.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[isaf27's solution](#)

118.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2015-04-20 · last AC: 2024-01-06 · GNU C++ (first AC) · Tags: math

[isaf27's solution](#)

119.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[isaf27's solution](#)

120.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[isaf27's solution](#)

121.

1784A

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

Quality: 17,137 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[isaf27's solution](#)

122.

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[isaf27's solution](#)

123.

1769B1

[A > 1008D > C\\$0C08CR DC 9C' > C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[isaf27's solution](#)

124.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[isaf27's solution](#)

125.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[isaf27's solution](#)

126.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[isaf27's solution](#)

127.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[isaf27's solution](#)

128.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isaf27's solution](#)

129.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[isaf27's solution](#)

130.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isaf27's solution](#)

131.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[isaf27's solution](#)

132.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[isaf27's solution](#)

133.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[isaf27's solution](#)

134.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isaf27's solution](#)

135.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[isaf27's solution](#)

136.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isaf27's solution](#)

137.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[isaf27's solution](#)

138.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[isaf27's solution](#)

139.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[isaf27's solution](#)

140.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[isaf27's solution](#)

141.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[isaf27's solution](#)

142.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[isaf27's solution](#)

143.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[isaf27's solution](#)

144.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[isaf27's solution](#)

145.

577A

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

Quality: 45,285 global accepts · Rating: 1000 · first AC: 2016-11-05 · Python 3 (first AC) · Tags: implementation, number theory

[isaf27's solution](#)

146.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[isaf27's solution](#)

147.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[isaf27's solution](#)

148.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[isaf27's solution](#)

149.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[isaf27's solution](#)

150.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[isaf27's solution](#)

151.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2015-09-05 · GNU C++ (first AC) · Tags: implementation

[isaf27's solution](#)

152.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[isaf27's solution](#)

153.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[isaf27's solution](#)

154.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[isaf27's solution](#)

155.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[isaf27's solution](#)

156.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[isaf27's solution](#)

157.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[isaf27's solution](#)

158.

1656B

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

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[isaf27's solution](#)

159.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[isaf27's solution](#)

160.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[isaf27's solution](#)

161.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[isaf27's solution](#)

162.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[isaf27's solution](#)

163.

1288B

[Yet Another Meme Problem](#) · [Tutorial](#)

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[isaf27's solution](#)

164.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[isaf27's solution](#)

165.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[isaf27's solution](#)

166.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[isaf27's solution](#)

167.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[isaf27's solution](#)

168.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[isaf27's solution](#)

169.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[isaf27's solution](#)

170.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[isaf27's solution](#)

171.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[isaf27's solution](#)

172.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[isaf27's solution](#)

173.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[isaf27's solution](#)

174.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-17 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[isaf27's solution](#)

175.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: implementation

[isaf27's solution](#)

176.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[isaf27's solution](#)

177.

706B

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

Quality: 84,450 global accepts · Rating: 1100 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[isaf27's solution](#)

178.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[isaf27's solution](#)

179.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[isaf27's solution](#)

180.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[isaf27's solution](#)

181.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[isaf27's solution](#)

182.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[isaf27's solution](#)

183.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[isaf27's solution](#)

184.

1769C1

[A Good CD\\$C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy
[isaf27's solution](#)

185.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[isaf27's solution](#)

186.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[isaf27's solution](#)

187.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[isaf27's solution](#)

188.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[isaf27's solution](#)

189.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[isaf27's solution](#)

190.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings
[isaf27's solution](#)

191.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[isaf27's solution](#)

192.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[isaf27's solution](#)

193.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[isaf27's solution](#)

194.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[isaf27's solution](#)

195.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[isaf27's solution](#)

196.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[isaf27's solution](#)

197.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[isaf27's solution](#)

198.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[isaf27's solution](#)

199.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[isaf27's solution](#)

200.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[isaf27's solution](#)

201.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[isaf27's solution](#)

202.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[isaf27's solution](#)

203.

958C1

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

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[isaf27's solution](#)

204.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings
[isaf27's solution](#)

205.

914B

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

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[isaf27's solution](#)

206.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[isaf27's solution](#)

207.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[isaf27's solution](#)

208.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · last AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[isaf27's solution](#)

209.

769B

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Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers
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210.

776B

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Quality: 25,728 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
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211.

765C

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Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: math
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212.

751B

[A&C=0D ?C](#)

Rating: 1200 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: *special
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213.

749B

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214.

729B

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Quality: 8,703 global accepts · Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, implementation
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215.

717C

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Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

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216.

701B

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Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: data structures, math

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217.

709C

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Rating: 1200 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: greedy, strings

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218.

683A

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Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, geometry

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219.

639A

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220.

645B

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Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[isaf27's solution](#)

221.

645A

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Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

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222.

637B

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[isaf27's solution](#)

223.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[isaf27's solution](#)

224.

632A

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Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[isaf27's solution](#)

225.

630R

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Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · PyPy 3 (first AC) · Tags: games, math

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226.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,109 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
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227.

2165A

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Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[isaf27's solution](#)

228.

1984C1

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Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[isaf27's solution](#)

229.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[isaf27's solution](#)

230.

1868A

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Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[isaf27's solution](#)

231.

1769C2

[A>C&D; CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp
[isaf27's solution](#)

232.

1746C

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Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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233.

1737B

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Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[isaf27's solution](#)

234.

1563A

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Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math
[isaf27's solution](#)

235.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[isaf27's solution](#)

236.

1470A

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Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[isaf27's solution](#)

237.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[isaf27's solution](#)

238.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[isaf27's solution](#)

239.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[isaf27's solution](#)

240.

1237B

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Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[isaf27's solution](#)

241.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[isaf27's solution](#)

242.

1178B

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Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[isaf27's solution](#)

243.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[isaf27's solution](#)

244.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[isaf27's solution](#)

245.

1096B

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Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[isaf27's solution](#)

246.

1055B

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Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

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247.

1065B

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Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[isaf27's solution](#)

248.

976B

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Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[isaf27's solution](#)

249.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[isaf27's solution](#)

250.

962B

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Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[isaf27's solution](#)

251.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isaf27's solution](#)

252.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[isaf27's solution](#)

253.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[isaf27's solution](#)

254.

919C

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Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[isaf27's solution](#)

255.

612A

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Quality: 7,839 global accepts · Rating: 1300 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[isaf27's solution](#)

256.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isaf27's solution](#)

257.

598B

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

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[isaf27's solution](#)

258.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[isaf27's solution](#)

259.

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[isaf27's solution](#)

260.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[isaf27's solution](#)

261.

808B

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Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[isaf27's solution](#)

262.

600B

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

Quality: 39,165 global accepts · Rating: 1300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[isaf27's solution](#)

263.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[isaf27's solution](#)

264.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: graphs

[isaf27's solution](#)

265.

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: —

[isaf27's solution](#)

266.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[isaf27's solution](#)

267.

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[isaf27's solution](#)

268.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[isaf27's solution](#)

269.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: implementation

[isaf27's solution](#)

270.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[isaf27's solution](#)

271.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[isaf27's solution](#)

272.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[isaf27's solution](#)

273.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[isaf27's solution](#)

274.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[isaf27's solution](#)

275.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[isaf27's solution](#)

276.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[isaf27's solution](#)

277.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[isaf27's solution](#)

278.

1919C

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

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

[isaf27's solution](#)

279.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[isaf27's solution](#)

280.

1887A1

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

Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[isaf27's solution](#)

281.

1854A1

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

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

[isaf27's solution](#)

282.

1769B2

[A > C & D > C & C & O & 8 & C & R & D & C & 9 & C & ' > & C & ' & " & " & •](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[isaf27's solution](#)

283.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[isaf27's solution](#)

284.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[isaf27's solution](#)

285.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[isaf27's solution](#)

286.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[isaf27's solution](#)

287.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[isaf27's solution](#)

288.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[isaf27's solution](#)

289.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[isaf27's solution](#)

290.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[isaf27's solution](#)

291.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[isaf27's solution](#)

292.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[isaf27's solution](#)

293.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[isaf27's solution](#)

294.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[isaf27's solution](#)

295.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math

[isaf27's solution](#)

296.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isaf27's solution](#)

297.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[isaf27's solution](#)

298.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[isaf27's solution](#)

299.

612C

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

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, math

[isaf27's solution](#)

300.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[isaf27's solution](#)

301.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[isaf27's solution](#)

302.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[isaf27's solution](#)

303.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[isaf27's solution](#)

304.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[isaf27's solution](#)

305.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[isaf27's solution](#)

306.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: greedy

[isaf27's solution](#)

307.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-09-09 · last AC: 2016-09-09 · GNU C++11 (first AC) · Tags: implementation, math

[isaf27's solution](#)

308.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[isaf27's solution](#)

309.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[isaf27's solution](#)

310.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[isaf27's solution](#)

311.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[isaf27's solution](#)

312.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[isaf27's solution](#)

313.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[isaf27's solution](#)

314.

2057C

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

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

[isaf27's solution](#)

315.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[isaf27's solution](#)

316.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[isaf27's solution](#)

317.

1876B

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

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

[isaf27's solution](#)

318.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[isaf27's solution](#)

319.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[isaf27's solution](#)

320.

1738C

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Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math
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321.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
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322.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
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323.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
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324.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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325.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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326.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[isaf27's solution](#)

327.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[isaf27's solution](#)

328.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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329.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
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330.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[isaf27's solution](#)

331.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[isaf27's solution](#)

332.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[isaf27's solution](#)

333.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[isaf27's solution](#)

334.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[isaf27's solution](#)

335.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[isaf27's solution](#)

336.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[isaf27's solution](#)

337.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[isaf27's solution](#)

338.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[isaf27's solution](#)

339.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[isaf27's solution](#)

340.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isaf27's solution](#)

341.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[isaf27's solution](#)

342.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isaf27's solution](#)

343.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[isaf27's solution](#)

344.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[isaf27's solution](#)

345.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[isaf27's solution](#)

346.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[isaf27's solution](#)

347.

847A

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Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isaf27's solution](#)

348.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[isaf27's solution](#)

349.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[isaf27's solution](#)

350.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[isaf27's solution](#)

351.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[isaf27's solution](#)

352.

817B

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

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[isaf27's solution](#)

353.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[isaf27's solution](#)

354.

771A

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Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[isaf27's solution](#)

355.

748B

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Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[isaf27's solution](#)

356.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[isaf27's solution](#)

357.

744A

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Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[isaf27's solution](#)

358.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[isaf27's solution](#)

359.

696A

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Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[isaf27's solution](#)

360.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[isaf27's solution](#)

361.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: math, number theory

[isaf27's solution](#)

362.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[isaf27's solution](#)

363.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[isaf27's solution](#)

364.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings
[isaf27's solution](#)

365.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers
[isaf27's solution](#)

366.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math
[isaf27's solution](#)

367.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[isaf27's solution](#)

368.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[isaf27's solution](#)

369.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory
[isaf27's solution](#)

370.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy
[isaf27's solution](#)

371.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[isaf27's solution](#)

372.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[isaf27's solution](#)

373.

1779C

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Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[isaf27's solution](#)

374.

1677A

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[isaf27's solution](#)

375.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math

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376.

1458A

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377.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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378.

1349A

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Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[isaf27's solution](#)

379.

1305C

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[isaf27's solution](#)

380.

1288C

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381.

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[isaf27's solution](#)

382.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[isaf27's solution](#)

383.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[isaf27's solution](#)

384.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[isaf27's solution](#)

385.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[isaf27's solution](#)

386.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[isaf27's solution](#)

387.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[isaf27's solution](#)

388.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[isaf27's solution](#)

389.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, math

[isaf27's solution](#)

390.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[isaf27's solution](#)

391.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[isaf27's solution](#)

392.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isaf27's solution](#)

393.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[isaf27's solution](#)

394.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[isaf27's solution](#)

395.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[isaf27's solution](#)

396.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[isaf27's solution](#)

397.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[isaf27's solution](#)

398.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[isaf27's solution](#)

399.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[isaf27's solution](#)

400.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[isaf27's solution](#)

401.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[isaf27's solution](#)

402.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[isaf27's solution](#)

403.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[isaf27's solution](#)

404.

925A

[Stairs and Elevators](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[isaf27's solution](#)

405.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[isaf27's solution](#)

406.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[isaf27's solution](#)

407.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[isaf27's solution](#)

408.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[isaf27's solution](#)

409.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
[isaf27's solution](#)

410.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[isaf27's solution](#)

411.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[isaf27's solution](#)

412.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[isaf27's solution](#)

413.

616D

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

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[isaf27's solution](#)

414.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[isaf27's solution](#)

415.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[isaf27's solution](#)

416.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[isaf27's solution](#)

417.

888D

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

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[isaf27's solution](#)

418.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1600 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[isaf27's solution](#)

419.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[isaf27's solution](#)

420.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[isaf27's solution](#)

421.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[isaf27's solution](#)

422.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[isaf27's solution](#)

423.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[isaf27's solution](#)

424.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[isaf27's solution](#)

425.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, math
[isaf27's solution](#)

426.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers
[isaf27's solution](#)

427.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: data structures, hashing
[isaf27's solution](#)

428.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: greedy, math
[isaf27's solution](#)

429.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: dp, strings
[isaf27's solution](#)

430.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[isaf27's solution](#)

431.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers
[isaf27's solution](#)

432.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy
[isaf27's solution](#)

433.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[isaf27's solution](#)

434.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[isaf27's solution](#)

435.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[isaf27's solution](#)

436.

1984C2

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

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

[isaf27's solution](#)

437.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[isaf27's solution](#)

438.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[isaf27's solution](#)

439.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[isaf27's solution](#)

440.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[isaf27's solution](#)

441.

1868B1

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

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

[isaf27's solution](#)

442.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[isaf27's solution](#)

443.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[isaf27's solution](#)

444.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[isaf27's solution](#)

445.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[isaf27's solution](#)

446.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[isaf27's solution](#)

447.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[isaf27's solution](#)

448.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[isaf27's solution](#)

449.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[isaf27's solution](#)

450.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[isaf27's solution](#)

451.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[isaf27's solution](#)

452.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[isaf27's solution](#)

453.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[isaf27's solution](#)

454.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[isaf27's solution](#)

455.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[isaf27's solution](#)

456.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[isaf27's solution](#)

457.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[isaf27's solution](#)

458.

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[isaf27's solution](#)

459.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[isaf27's solution](#)

460.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[isaf27's solution](#)

461.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · last AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[isaf27's solution](#)

462.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[isaf27's solution](#)

463.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[isaf27's solution](#)

464.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: greedy, strings
[isaf27's solution](#)

465.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[isaf27's solution](#)

466.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[isaf27's solution](#)

467.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[isaf27's solution](#)

468.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[isaf27's solution](#)

469.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[isaf27's solution](#)

470.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[isaf27's solution](#)

471.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[isaf27's solution](#)

472.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[isaf27's solution](#)

473.

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[isaf27's solution](#)

474.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[isaf27's solution](#)

475.

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[isaf27's solution](#)

476.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[isaf27's solution](#)

477.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[isaf27's solution](#)

478.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[isaf27's solution](#)

479.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[isaf27's solution](#)

480.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[isaf27's solution](#)

481.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[isaf27's solution](#)

482.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[isaf27's solution](#)

483.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[isaf27's solution](#)

484.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths
[isaf27's solution](#)

485.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[isaf27's solution](#)

486.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[isaf27's solution](#)

487.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[isaf27's solution](#)

488.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[isaf27's solution](#)

489.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[isaf27's solution](#)

490.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[isaf27's solution](#)

491.

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[isaf27's solution](#)

492.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[isaf27's solution](#)

493.

635D

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[isaf27's solution](#)

494.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · PyPy 3 (first AC) · Tags: combinatorics, math

[isaf27's solution](#)

495.

586D

[Phillip and Trains](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-04 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[isaf27's solution](#)

496.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[isaf27's solution](#)

497.

1077E

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

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[isaf27's solution](#)

498.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[isaf27's solution](#)

499.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[isaf27's solution](#)

500.

1769D1

[A,3D0C!](#) [CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[isaf27's solution](#)

501.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[isaf27's solution](#)

502.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[isaf27's solution](#)

503.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[isaf27's solution](#)

504.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[isaf27's solution](#)

505.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[isaf27's solution](#)

506.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[isaf27's solution](#)

507.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, math

[isaf27's solution](#)

508.

1441A

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[isaf27's solution](#)

509.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[isaf27's solution](#)

510.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[isaf27's solution](#)

511.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings

[isaf27's solution](#)

512.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[isaf27's solution](#)

513.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[isaf27's solution](#)

514.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[isaf27's solution](#)

515.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

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516.

1179B

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517.

1148D

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518.

725D

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519.

1109B

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520.

1096D

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521.

1083A

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522.

623A

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523.

983B

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524.

963A

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525.

958F2

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526.

952D

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527.

917A

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[isaf27's solution](#)

528.

914C

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[isaf27's solution](#)

529.

612D

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[isaf27's solution](#)

530.

600C

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[isaf27's solution](#)

531.

913D

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[isaf27's solution](#)

532.

888E

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Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[isaf27's solution](#)

533.

847K

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[isaf27's solution](#)

534.

847E

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[isaf27's solution](#)

535.

847C

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536.

799C

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[isaf27's solution](#)

537.

772A

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Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[isaf27's solution](#)

538.

772B

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Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[isaf27's solution](#)

539.

778B

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540.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · last AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

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541.

768C

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542.

733C

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[isaf27's solution](#)

543.

701E

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Rating: 1800 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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544.

706D

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[isaf27's solution](#)

545.

687B

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Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

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546.

257C

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Quality: 4,719 global accepts · Rating: 1800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[isaf27's solution](#)

547.

641C

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[isaf27's solution](#)

548.

645D

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[isaf27's solution](#)

549.

586C

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Rating: 1800 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: implementation

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550.

2211D

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551.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[isaf27's solution](#)

552.

2157E

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[isaf27's solution](#)

553.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

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554.

2089B1

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555.

2053E

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556.

1994D

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[isaf27's solution](#)

557.

1949C

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558.

1773A

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559.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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560.

1887B

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Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths
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561.

1887A2

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Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[isaf27's solution](#)

562.

1854A2

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

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563.

1784B

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Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[isaf27's solution](#)

564.

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
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565.

1718A2

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Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[isaf27's solution](#)

566.

1746D

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567.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
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568.

1677C

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569.

1656D

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[isaf27's solution](#)

570.

1563B

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Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

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571.

1508A

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572.

1479B1

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573.

1470B

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574.

1434A

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575.

1361B

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576.

1305D

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577.

1307D

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578.

1276B

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579.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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580.

1242B

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581.

1205B

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582.

1178E

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583.

568B

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584.

1181C

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585.

372B

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586.

1095F

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587.

1095E

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588.

1078A

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589.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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590.

1074B

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591.

1071B

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592.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[isaf27's solution](#)

593.

993B

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Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
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594.

952B

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Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive
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595.

930C

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596.

928D

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Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees
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597.

935D

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Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
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598.

914D

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Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[isaf27's solution](#)

599.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[isaf27's solution](#)

600.

866B

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Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[isaf27's solution](#)

601.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

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602.

835D

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Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-07-31 · last AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[isaf27's solution](#)

603.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[isaf27's solution](#)

604.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[isaf27's solution](#)

605.

750D

[New Year and Fireworks](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[isaf27's solution](#)

606.

744B

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Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[isaf27's solution](#)

607.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

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608.

717D

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[isaf27's solution](#)

609.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: binary search, math

[isaf27's solution](#)

610.

709D

[Recover the String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[isaf27's solution](#)

611.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[isaf27's solution](#)

612.

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[isaf27's solution](#)

613.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[isaf27's solution](#)

614.

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[isaf27's solution](#)

615.

2057D

[Gifts Order](#) · [Tutorial](#)

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

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616.

1994E

[Wooden Game](#) · [Tutorial](#)

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

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617.

1984D

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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

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618.

1893C

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619.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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620.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

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621.

1685B

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622.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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623.

1563C

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624.

1427D

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625.

1427C

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626.

1458B

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627.

1366D

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628.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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629.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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630.

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
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631.

1288D

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Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
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632.

1210C

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[isaf27's solution](#)

633.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
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634.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[isaf27's solution](#)

635.

1142B

[Lynryd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
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636.

464B

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Quality: 1,782 global accepts · Rating: 2000 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: brute force, geometry
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637.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

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638.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[isaf27's solution](#)

639.

1060E

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

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
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640.

1019B

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641.

963B

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Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[isaf27's solution](#)

642.

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[isaf27's solution](#)

643.

958A2

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Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[isaf27's solution](#)

644.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

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645.

938D

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Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[isaf27's solution](#)

646.

916B

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

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

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647.

609D

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Quality: 3,163 global accepts · Rating: 2000 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

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648.

598E

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Quality: 6,084 global accepts · Rating: 2000 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[isaf27's solution](#)

649.

900D

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Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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650.

891B

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Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[isaf27's solution](#)

651.

889B

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Quality: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[isaf27's solution](#)

652.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[isaf27's solution](#)

653.

852B

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Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[isaf27's solution](#)

654.

784E

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Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special, brute force, implementation

[isaf27's solution](#)

655.

786A

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Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

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656.

749D

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Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures

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657.

676D

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Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

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658.

621E

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: dp, matrices

[isaf27's solution](#)

659.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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660.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

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661.

1942D

[Learning to Paint](#) · [Tutorial](#)

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and similar, dp, greedy, implementation, sortings

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662.

1919D

[01 Tree](#) · [Tutorial](#)

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

[isaf27's solution](#)

663.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

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664.

1868B2

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Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[isaf27's solution](#)

665.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[isaf27's solution](#)

666.

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[isaf27's solution](#)

667.

1434C

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Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[isaf27's solution](#)

668.

1167E

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669.

486D

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Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

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670.

1387B1

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Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[isaf27's solution](#)

671.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[isaf27's solution](#)

672.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

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673.

1299C

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Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

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674.

1284D

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675.

1254B2

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676.

850B

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677.

372C

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678.

1158C

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679.

1146D

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Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[isaf27's solution](#)

680.

464C

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Quality: 1,952 global accepts · Rating: 2100 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[isaf27's solution](#)

681.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing,

strings

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682.

1078B

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683.

1074C

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684.

1039B

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685.

1028D

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686.

1027E

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687.

995A

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688.

993C

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689.

990E

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690.

976E

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Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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691.

936B

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

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692.

620E

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Quality: 7,088 global accepts · Rating: 2100 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[isaf27's solution](#)

693.

609E

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

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[isaf27's solution](#)

694.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[isaf27's solution](#)

695.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[isaf27's solution](#)

696.

859D

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Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[isaf27's solution](#)

697.

852D

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Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

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698.

852E

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Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

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699.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[isaf27's solution](#)

700.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[isaf27's solution](#)

701.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[isaf27's solution](#)

702.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[isaf27's solution](#)

703.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: data structures

[isaf27's solution](#)

704.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: geometry, implementation

[isaf27's solution](#)

705.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[isaf27's solution](#)

706.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[isaf27's solution](#)

707.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[isaf27's solution](#)

708.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[isaf27's solution](#)

709.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[isaf27's solution](#)

710.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[isaf27's solution](#)

711.

1854B

[Earn or Unlock](#) · [Tutorial](#)

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

[isaf27's solution](#)

712.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[isaf27's solution](#)

713.

1769D2

[A..3D000A CT2D6BC#C II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-04 · PyPy 3-64 (first AC) · Tags: *special, brute force

[isaf27's solution](#)

714.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[isaf27's solution](#)

715.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[isaf27's solution](#)

716.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[isaf27's solution](#)

717.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[isaf27's solution](#)

718.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[isaf27's solution](#)

719.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[isaf27's solution](#)

720.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[isaf27's solution](#)

721.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[isaf27's solution](#)

722.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[isaf27's solution](#)

723.

850C

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

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[isaf27's solution](#)

724.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[isaf27's solution](#)

725.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[isaf27's solution](#)

726.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[isaf27's solution](#)

727.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[isaf27's solution](#)

728.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[isaf27's solution](#)

729.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[isaf27's solution](#)

730.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[isaf27's solution](#)

731.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[isaf27's solution](#)

732.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[isaf27's solution](#)

733.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[isaf27's solution](#)

734.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[isaf27's solution](#)

735.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[isaf27's solution](#)

736.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[isaf27's solution](#)

737.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[isaf27's solution](#)

738.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[isaf27's solution](#)

739.

620D

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

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[isaf27's solution](#)

740.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[isaf27's solution](#)

741.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[isaf27's solution](#)

742.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[isaf27's solution](#)

743.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[isaf27's solution](#)

744.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[isaf27's solution](#)

745.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[isaf27's solution](#)

746.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[isaf27's solution](#)

747.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[isaf27's solution](#)

748.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[isaf27's solution](#)

749.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[isaf27's solution](#)

750.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[isaf27's solution](#)

751.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[isaf27's solution](#)

752.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[isaf27's solution](#)

753.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[isaf27's solution](#)

754.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics,

data structures, dp, math, trees

[isaf27's solution](#)

755.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[isaf27's solution](#)

756.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[isaf27's solution](#)

757.

1919F1

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

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

[isaf27's solution](#)

758.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[isaf27's solution](#)

759.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[isaf27's solution](#)

760.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[isaf27's solution](#)

761.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[isaf27's solution](#)

762.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[isaf27's solution](#)

763.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[isaf27's solution](#)

764.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[isaf27's solution](#)

765.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[isaf27's solution](#)

766.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[isaf27's solution](#)

767.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[isaf27's solution](#)

768.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[isaf27's solution](#)

769.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[isaf27's solution](#)

770.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[isaf27's solution](#)

771.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[isaf27's solution](#)

772.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[isaf27's solution](#)

773.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[isaf27's solution](#)

774.

586F

[Lizard Era: Beginning](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-06-03 · last AC: 2019-03-23 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[isaf27's solution](#)

775.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[isaf27's solution](#)

776.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[isaf27's solution](#)

777.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[isaf27's solution](#)

778.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[isaf27's solution](#)

779.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[isaf27's solution](#)

780.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · last AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[isaf27's solution](#)

781.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[isaf27's solution](#)

782.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[isaf27's solution](#)

783.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[isaf27's solution](#)

784.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[isaf27's solution](#)

785.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[isaf27's solution](#)

786.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[isaf27's solution](#)

787.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[isaf27's solution](#)

788.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[isaf27's solution](#)

789.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[isaf27's solution](#)

790.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · last AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[isaf27's solution](#)

791.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings

[isaf27's solution](#)

792.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[isaf27's solution](#)

793.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[isaf27's solution](#)

794.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, divide and conquer, math, ternary search

[isaf27's solution](#)

795.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[isaf27's solution](#)

796.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[isaf27's solution](#)

797.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[isaf27's solution](#)

798.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[isaf27's solution](#)

799.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[isaf27's solution](#)

800.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[isaf27's solution](#)

801.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[isaf27's solution](#)

802.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[isaf27's solution](#)

803.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[isaf27's solution](#)

804.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[isaf27's solution](#)

805.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[isaf27's solution](#)

806.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[isaf27's solution](#)

807.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[isaf27's solution](#)

808.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[isaf27's solution](#)

809.

1441B

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

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[isaf27's solution](#)

810.

1210D

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

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[isaf27's solution](#)

811.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[isaf27's solution](#)

812.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[isaf27's solution](#)

813.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[isaf27's solution](#)

814.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math,

trees

[isaf27's solution](#)

815.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[isaf27's solution](#)

816.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[isaf27's solution](#)

817.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[isaf27's solution](#)

818.

1078C

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

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[isaf27's solution](#)

819.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[isaf27's solution](#)

820.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[isaf27's solution](#)

821.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[isaf27's solution](#)

822.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[isaf27's solution](#)

823.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[isaf27's solution](#)

824.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-10 · last AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[isaf27's solution](#)

825.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[isaf27's solution](#)

826.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[isaf27's solution](#)

827.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[isaf27's solution](#)

828.

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[isaf27's solution](#)

829.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[isaf27's solution](#)

830.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[isaf27's solution](#)

831.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[isaf27's solution](#)

832.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[isaf27's solution](#)

833.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees
[isaf27's solution](#)

834.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[isaf27's solution](#)

835.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[isaf27's solution](#)

836.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[isaf27's solution](#)

837.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[isaf27's solution](#)

838.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[isaf27's solution](#)

839.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · last AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[isaf27's solution](#)

840.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[isaf27's solution](#)

841.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[isaf27's solution](#)

842.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[isaf27's solution](#)

843.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[isaf27's solution](#)

844.

1854C

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

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

[isaf27's solution](#)

845.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

trees

[isaf27's solution](#)

846.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[isaf27's solution](#)

847.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[isaf27's solution](#)

848.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[isaf27's solution](#)

849.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[isaf27's solution](#)

850.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[isaf27's solution](#)

851.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[isaf27's solution](#)

852.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[isaf27's solution](#)

853.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[isaf27's solution](#)

854.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[isaf27's solution](#)

855.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[isaf27's solution](#)

856.

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[isaf27's solution](#)

857.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[isaf27's solution](#)

858.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[isaf27's solution](#)

859.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[isaf27's solution](#)

860.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[isaf27's solution](#)

861.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[isaf27's solution](#)

862.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[isaf27's solution](#)

863.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[isaf27's solution](#)

864.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[isaf27's solution](#)

865.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[isaf27's solution](#)

866.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[isaf27's solution](#)

867.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[isaf27's solution](#)

868.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · last AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[isaf27's solution](#)

869.

963D

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

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[isaf27's solution](#)

870.

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[isaf27's solution](#)

871.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[isaf27's solution](#)

872.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[isaf27's solution](#)

873.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[isaf27's solution](#)

874.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[isaf27's solution](#)

875.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[isaf27's solution](#)

876.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[isaf27's solution](#)

877.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[isaf27's solution](#)

878.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[isaf27's solution](#)

879.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[isaf27's solution](#)

880.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[isaf27's solution](#)

881.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[isaf27's solution](#)

882.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[isaf27's solution](#)

883.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[isaf27's solution](#)

884.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[isaf27's solution](#)

885.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[isaf27's solution](#)

886.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[isaf27's solution](#)

887.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[isaf27's solution](#)

888.

1563D

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[isaf27's solution](#)

889.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, probabilities

[isaf27's solution](#)

890.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[isaf27's solution](#)

891.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[isaf27's solution](#)

892.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-21 · last AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[isaf27's solution](#)

893.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[isaf27's solution](#)

894.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[isaf27's solution](#)

895.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[isaf27's solution](#)

896.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[isaf27's solution](#)

897.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[isaf27's solution](#)

898.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[isaf27's solution](#)

899.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[isaf27's solution](#)

900.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[isaf27's solution](#)

901.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[isaf27's solution](#)

902.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[isaf27's solution](#)

903.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[isaf27's solution](#)

904.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-09-09 · last AC: 2016-09-09 · GNU C++11 (first AC) · Tags: dp, number theory

[isaf27's solution](#)

905.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[isaf27's solution](#)

906.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer,

graphs, shortest paths

[isaf27's solution](#)

907.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[isaf27's solution](#)

908.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[isaf27's solution](#)

909.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

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910.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

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911.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[isaf27's solution](#)

912.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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913.

1270G

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Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

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914.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

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915.

1210E

[Wojtek and Card Tricks](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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916.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[isaf27's solution](#)

917.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[isaf27's solution](#)

918.

1146G

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Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
[isaf27's solution](#)

919.

1109E

[Sasha and a Very Easy Test · Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · last AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
[isaf27's solution](#)

920.

1074F

[DFS · Tutorial](#)

Rating: 2700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[isaf27's solution](#)

921.

1054F

[Electric Scheme · Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings
[isaf27's solution](#)

922.

1065G

[Fibonacci Suffix · Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: strings
[isaf27's solution](#)

923.

623D

[Birthday · Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[isaf27's solution](#)

924.

1019D

[Large Triangle · Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings
[isaf27's solution](#)

925.

938F

[Erasing Substrings · Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · last AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[isaf27's solution](#)

926.

933C

[A Colourful Prospect · Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs
[isaf27's solution](#)

927.

616F

[Expensive Strings · Tutorial](#)

Quality: 723 global accepts · Rating: 2700 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, string suffix

structures, strings

[isaf27's solution](#)

928.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[isaf27's solution](#)

929.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[isaf27's solution](#)

930.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[isaf27's solution](#)

931.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[isaf27's solution](#)

932.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[isaf27's solution](#)

933.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[isaf27's solution](#)

934.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[isaf27's solution](#)

935.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[isaf27's solution](#)

936.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[isaf27's solution](#)

937.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings
[isaf27's solution](#)

938.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[isaf27's solution](#)

939.

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, greedy
[isaf27's solution](#)

940.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[isaf27's solution](#)

941.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
[isaf27's solution](#)

942.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[isaf27's solution](#)

943.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math
[isaf27's solution](#)

944.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[isaf27's solution](#)

945.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[isaf27's solution](#)

946.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees
[isaf27's solution](#)

947.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[isaf27's solution](#)

948.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[isaf27's solution](#)

949.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[isaf27's solution](#)

950.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
[isaf27's solution](#)

951.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[isaf27's solution](#)

952.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[isaf27's solution](#)

953.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
[isaf27's solution](#)

954.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures
[isaf27's solution](#)

955.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings
[isaf27's solution](#)

956.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-01-14 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows
[isaf27's solution](#)

957.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-10 · last AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[isaf27's solution](#)

958.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[isaf27's solution](#)

959.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · last AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[isaf27's solution](#)

960.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[isaf27's solution](#)

961.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[isaf27's solution](#)

962.

2057G

[Secret Message](#) · [Tutorial](#)

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

[isaf27's solution](#)

963.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[isaf27's solution](#)

964.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[isaf27's solution](#)

965.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[isaf27's solution](#)

966.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[isaf27's solution](#)

967.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[isaf27's solution](#)

968.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[isaf27's solution](#)

969.

1441D

[Black, White and Grey Tree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[isaf27's solution](#)

970.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[isaf27's solution](#)

971.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[isaf27's solution](#)

972.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[isaf27's solution](#)

973.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[isaf27's solution](#)

974.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[isaf27's solution](#)

975.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[isaf27's solution](#)

976.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[isaf27's solution](#)

977.

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[isaf27's solution](#)

978.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[isaf27's solution](#)

979.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[isaf27's solution](#)

980.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry
[isaf27's solution](#)

981.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities
[isaf27's solution](#)

982.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[isaf27's solution](#)

983.

1544G

[What a Reversal](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[isaf27's solution](#)

984.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[isaf27's solution](#)

985.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees
[isaf27's solution](#)

986.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory
[isaf27's solution](#)

987.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings
[isaf27's solution](#)

988.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows
[isaf27's solution](#)

989.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[isaf27's solution](#)

990.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
[isaf27's solution](#)

991.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[isaf27's solution](#)

992.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation
[isaf27's solution](#)

993.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs
[isaf27's solution](#)

994.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[isaf27's solution](#)

995.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[isaf27's solution](#)

996.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory
[isaf27's solution](#)

997.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

998.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

999.

104160B

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

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1000.

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1001.

104160J

[Referee Without Red](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1002.

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1003.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1004.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1005.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1006.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1007.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1008.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1009.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1010.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1011.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1012.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1013.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1014.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1015.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1016.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1017.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1018.

103470B

[Puzzle in Inazuma](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1019.

103470E

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

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1020.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1021.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1022.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1023.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1024.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1025.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1026.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1027.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1028.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1029.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1030.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1031.

103439I

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

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1032.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1033.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1034.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1035.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1036.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1037.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1038.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1039.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1040.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1041.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1042.

103371M

[Yet Another Range Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1043.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1044.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1045.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1046.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1047.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1048.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1049.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1050.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1051.

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1052.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1053.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1054.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1055.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1056.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1057.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[isaf27's solution](#)

1058.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1059.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1060.

102511B

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

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1061.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1062.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1063.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1064.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1065.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1066.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1067.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1068.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1069.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1070.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1071.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1072.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1073.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1074.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1075.

1531E3

[B > D < B C , , @ C ä 2 C # 0 D ; C , , O C Ô 8 C T <](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search
[isaf27's solution](#)

1076.

1531E2

[B 5D0B0,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force
[isaf27's solution](#)

1077.

1531E1

[B 5D0B0,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special
[isaf27's solution](#)

1078.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special
[isaf27's solution](#)

1079.

1531C

[B 8CÄ#CTBD 8Dt=D`9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp
[isaf27's solution](#)

1080.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special
[isaf27's solution](#)

1081.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special
[isaf27's solution](#)

1082.

1531A

[At8CÔ3CT@#color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[isaf27's solution](#)

1083.

102896I

[Interactive Knockout · Tutorial](#)

Rating: — · first AC: 2020-12-13 · last AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[isaf27's solution](#)

1084.

102500D

[Disposable Switches · Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1085.

102500H

[Height Profile · Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1086.

102500C

[Canvas Line · Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1087.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1088.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1089.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1090.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1091.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1092.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1093.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1094.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1095.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1096.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1097.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1098.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1099.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1100.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1101.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1102.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1103.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1104.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1105.

1302G

[Keep talking and nobody explodes -- medium](#) · [Tutorial](#)

Quality: 23 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1106.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1107.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing
[isaf27's solution](#)

1108.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[isaf27's solution](#)

1109.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[isaf27's solution](#)

1110.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[isaf27's solution](#)

1111.

1275F

[B,0D4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[isaf27's solution](#)

1112.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[isaf27's solution](#)

1113.

1275C

[#define At0CD00t0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[isaf27's solution](#)

1114.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[isaf27's solution](#)

1115.

1275A

[B 3DK\\$K' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[isaf27's solution](#)

1116.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · last AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[isaf27's solution](#)

1117.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[isaf27's solution](#)

1118.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[isaf27's solution](#)

1119.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[isaf27's solution](#)

1120.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1121.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[isaf27's solution](#)

1122.

102392A

[Max or Min](#) · [Tutorial](#)

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11640

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1164E

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1136.

1164A

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102032E

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1138.

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1142.

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[A00CdeQ,BCR 6†-g@](#)

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1143.

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1145.

101225D

[A0UAba-C JCT4C,,=Dô5D](#)

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1146.

101225G

[AS:CTNDIS D 2CTB, Ct0Cα@ Cä9 CD2CT@C,](#)

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1147.

101225H

[A 8000D =C O C,,3D 0](#)

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1148.

101265A

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1149.

100395C

[A=00Dα-Cò 8 C >D4;C,,=C0](#)

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1150.

100406C

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1151.

100406A

[A · Tutorial](#)

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1152.

100406B

[B · Tutorial](#)

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1153.

100406D

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1154.

101199K

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1155.

101189C

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1156.

101189A

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1157.

101193H

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1158.

100850J

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1160.

100957E

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1161.

101154H

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1162.

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