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Unique solved — iterater

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

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

Filters: none

Count: 731

1.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[iterater's solution](#)

2.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [sortings](#), [strings](#)
[iterater's solution](#)

3.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)
[iterater's solution](#)

4.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-06 · Java 11 (first AC) · Tags: [implementation](#)
[iterater's solution](#)

5.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,611 global accepts · Rating: 800 · first AC: 2023-12-05 · Java 11 (first AC) · Tags: [brute force](#), [greedy](#), [sortings](#)
[iterater's solution](#)

6.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,320 global accepts · Rating: 800 · first AC: 2023-11-28 · Java 11 (first AC) · Tags: [sortings](#)
[iterater's solution](#)

7.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,312 global accepts · Rating: 800 · first AC: 2023-10-10 · Java 11 (first AC) · Tags: [math](#)
[iterater's solution](#)

8.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-10-08 · Java 11 (first AC) · Tags: [constructive algorithms](#), [math](#)
[iterater's solution](#)

9.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-10-04 · Java 11 (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[iterater's solution](#)

10.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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11.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2023-09-10 · Java 11 (first AC) · Tags: brute force, greedy, math
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12.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,342 global accepts · Rating: 800 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[iterater's solution](#)

13.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[iterater's solution](#)

14.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[iterater's solution](#)

15.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[iterater's solution](#)

16.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,497 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees
[iterater's solution](#)

17.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers
[iterater's solution](#)

18.

1843A

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19.

1836A

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Quality: 21,433 global accepts · Rating: 800 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[iterater's solution](#)

20.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math
[iterater's solution](#)

21.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[iterater's solution](#)

22.

1810B

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Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[iterater's solution](#)

23.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[iterater's solution](#)

24.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[iterater's solution](#)

25.

1015A

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[iterater's solution](#)

26.

1665A

[GCD vs LCM](#) · [Tutorial](#)

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27.

1616A

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

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[iterater's solution](#)

28.

1660B

[Vlad and Candies](#) · [Tutorial](#)

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[iterater's solution](#)

29.

1660A

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30.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
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31.

1658A

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32.

1656A

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33.

1657B

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[iterater's solution](#)

34.

1657A

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35.

1654B

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36.

1654A

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37.

1651B

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38.

1651A

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[iterater's solution](#)

39.

1307A

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40.

1647A

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41.

1646B

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[iterater's solution](#)

42.

1646A

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43.

1638A

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44.

1637A

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45.

1633B

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46.

1633A

[Div. 7](#) · [Tutorial](#)

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47.

1632A

[ABC](#) · [Tutorial](#)

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48.

1627A

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49.

1626A

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50.

1586A

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51.

1348A

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Quality: 42,848 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[iterater's solution](#)

52.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[iterater's solution](#)

53.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[iterater's solution](#)

54.

1607A

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Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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55.

1582A

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56.

1598A

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[iterater's solution](#)

57.

1517A

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Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[iterater's solution](#)

58.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[iterater's solution](#)

59.

1566A

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

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[iterater's solution](#)

60.

1569A

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[iterater's solution](#)

61.

1567A

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Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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62.

1530B

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Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[iterater's solution](#)

63.

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[iterater's solution](#)

64.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
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65.

1557A

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66.

1549B

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[iterater's solution](#)

67.

1549A

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68.

1554A

[Cherry](#) · [Tutorial](#)

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69.

1491A

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Quality: 19,026 global accepts · Rating: 800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
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70.

1550A

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[iterater's solution](#)

71.

1551B1

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Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, strings
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72.

1551A

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Quality: 58,352 global accepts · Rating: 800 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, math
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73.

1542A

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74.

1538B

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75.

1538A

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76.

1527A

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77.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings
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78.

1501A

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79.

1487A

[Arena](#) · [Tutorial](#)

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80.

1492A

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Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: math
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81.

1481A

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[iterater's solution](#)

82.

1465A

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Rating: 800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: implementation, strings
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83.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

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84.

1474A

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85.

1462B

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86.

1462A

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Quality: 48,961 global accepts · Rating: 800 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: implementation, two pointers
[iterater's solution](#)

87.

1473A

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88.

1466B

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89.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: brute force, geometry, math
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90.

1459A

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91.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[iterater's solution](#)

92.

1457A

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[iterater's solution](#)

93.

1454A

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

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94.

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: implementation
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95.

1451A

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[iterater's solution](#)

96.

1452C

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97.

1452A

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98.

1445A

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99.

1436A

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[iterater's solution](#)

100.

1433B

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[iterater's solution](#)

101.

1433A

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Quality: 62,643 global accepts · Rating: 800 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: implementation, math

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102.

1421A

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Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[iterater's solution](#)

103.

1428A

[Box is Pull](#) · [Tutorial](#)

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[iterater's solution](#)

104.

1430B

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105.

1422A

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106.

1417A

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[iterater's solution](#)

107.

1426A

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Quality: 54,956 global accepts · Rating: 800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: implementation, math

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108.

1405A

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109.

1409A

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110.

1397A

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111.

1400A

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112.

1392B

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113.

1392A

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114.

1398B

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115.

1398A

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116.

1391B

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Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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117.

1391A

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Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[iterater's solution](#)

118.

1393A

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Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

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119.

1399B

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120.

1399A

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121.

1388A

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122.

1389A

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Quality: 49,874 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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123.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: brute force

[iterater's solution](#)

124.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-20 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: greedy

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125.

1385A

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Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-20 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: math

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126.

1372A

[Omkar and Completion](#) · [Tutorial](#)

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127.

1371A

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Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math

[iterater's solution](#)

128.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math

[iterater's solution](#)

129.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: geometry, math

[iterater's solution](#)

130.

1370A

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Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[iterater's solution](#)

131.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,252 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[iterater's solution](#)

132.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: greedy, math

[iterater's solution](#)

133.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: implementation, strings

[iterater's solution](#)

134.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[iterater's solution](#)

135.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[iterater's solution](#)

136.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,053 global accepts · Rating: 900 · first AC: 2023-10-08 · Java 11 (first AC) · Tags: constructive algorithms

[iterater's solution](#)

137.

1875A

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Quality: 46,991 global accepts · Rating: 900 · first AC: 2023-10-01 · Java 11 (first AC) · Tags: brute force, greedy

[iterater's solution](#)

138.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2023-09-10 · Java 11 (first AC) · Tags: greedy, implementation

[iterater's solution](#)

139.

1666D

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Quality: 20,103 global accepts · Rating: 900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[iterater's solution](#)

140.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[iterater's solution](#)

141.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[iterater's solution](#)

142.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[iterater's solution](#)

143.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[iterater's solution](#)

144.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[iterater's solution](#)

145.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[iterater's solution](#)

146.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,581 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[iterater's solution](#)

147.

1543B

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Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[iterater's solution](#)

148.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[iterater's solution](#)

149.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[iterater's solution](#)

150.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[iterater's solution](#)

151.

1475B

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Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, dp, math

[iterater's solution](#)

152.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,808 global accepts · Rating: 900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math, number theory

[iterater's solution](#)

153.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,449 global accepts · Rating: 900 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[iterater's solution](#)

154.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[iterater's solution](#)

155.

1471A

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

Quality: 38,204 global accepts · Rating: 900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[iterater's solution](#)

156.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[iterater's solution](#)

157.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: greedy, math

[iterater's solution](#)

158.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[iterater's solution](#)

159.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[iterater's solution](#)

160.

1430A

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Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · last AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[iterater's solution](#)

161.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: implementation

[iterater's solution](#)

162.

1420A

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Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: math, sortings

[iterater's solution](#)

163.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[iterater's solution](#)

164.

1401A

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Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[iterater's solution](#)

165.

1380A

[Three Indices](#) · [Tutorial](#)

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166.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,579 global accepts · Rating: 900 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math
[iterater's solution](#)

167.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,673 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games
[iterater's solution](#)

168.

1208A

[XORinacci](#) · [Tutorial](#)

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[iterater's solution](#)

169.

1057A

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Quality: 7,468 global accepts · Rating: 900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: *special, dfs and similar, trees
[iterater's solution](#)

170.

1969B

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Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[iterater's solution](#)

171.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-08 · Java 11 (first AC) · Tags: brute force
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172.

1907B

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173.

1883C

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Quality: 50,157 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

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174.

1861B

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Quality: 24,005 global accepts · Rating: 1000 · first AC: 2023-10-08 · Java 11 (first AC) · Tags: constructive algorithms, dp, greedy
[iterater's solution](#)

175.

1804B

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176.

1632B

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177.

1326A

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178.

1607C

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Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[iterater's solution](#)

179.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
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180.

1569B

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Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[iterater's solution](#)

181.

1567B

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Quality: 32,933 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[iterater's solution](#)

182.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: greedy, math
[iterater's solution](#)

183.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[iterater's solution](#)

184.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[iterater's solution](#)

185.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, greedy

[iterater's solution](#)

186.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[iterater's solution](#)

187.

1474B

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Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[iterater's solution](#)

188.

1473B

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Quality: 35,092 global accepts · Rating: 1000 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[iterater's solution](#)

189.

1438B

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Quality: 29,068 global accepts · Rating: 1000 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[iterater's solution](#)

190.

1430C

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Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[iterater's solution](#)

191.

1405B

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Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[iterater's solution](#)

192.

1419D1

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Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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193.

1395A

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Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, math

[iterater's solution](#)

194.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: greedy, math

[iterater's solution](#)

195.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, strings

[iterater's solution](#)

196.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[iterater's solution](#)

197.

2122B

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Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[iterater's solution](#)

198.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[iterater's solution](#)

199.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[iterater's solution](#)

200.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2023-10-08 · Java 11 (first AC) · Tags: geometry, math, shortest paths, sortings

[iterater's solution](#)

201.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,382 global accepts · Rating: 1100 · first AC: 2023-09-10 · Java 11 (first AC) · Tags: math, number theory

[iterater's solution](#)

202.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[iterater's solution](#)

203.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[iterater's solution](#)

204.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[iterater's solution](#)

205.

1842B

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

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[iterater's solution](#)

206.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[iterater's solution](#)

207.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[iterater's solution](#)

208.

1656B

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

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[iterater's solution](#)

209.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[iterater's solution](#)

210.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[iterater's solution](#)

211.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[iterater's solution](#)

212.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[iterater's solution](#)

213.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[iterater's solution](#)

214.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[iterater's solution](#)

215.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: greedy, sortings

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216.

1492B

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217.

1481B

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Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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218.

1478B

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Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

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219.

1471B

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Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

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220.

1457B

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Rating: 1100 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, greedy

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221.

1421B

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Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[iterater's solution](#)

222.

1428C

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Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

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223.

1417B

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Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: greedy, math, sortings

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224.

1426C

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Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

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225.

1409B

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Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

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226.

1401B

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Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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227.

1395B

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228.

1382B

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229.

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: games, greedy, implementation

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230.

1370B

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[iterater's solution](#)

231.

1366A

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Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[iterater's solution](#)

232.

1907C

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Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-06 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[iterater's solution](#)

233.

1903B

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Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-05 · Java 11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[iterater's solution](#)

234.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-10-04 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[iterater's solution](#)

235.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,821 global accepts · Rating: 1200 · first AC: 2023-09-10 · Java 11 (first AC) · Tags: math

[iterater's solution](#)

236.

1843D

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Quality: 21,690 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[iterater's solution](#)

237.

1015B

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Quality: 12,411 global accepts · Rating: 1200 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[iterater's solution](#)

238.

1656C

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Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[iterater's solution](#)

239.

1657C

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Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[iterater's solution](#)

240.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[iterater's solution](#)

241.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[iterater's solution](#)

242.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[iterater's solution](#)

243.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[iterater's solution](#)

244.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[iterater's solution](#)

245.

1582C

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

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[iterater's solution](#)

246.

1598C

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

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

[iterater's solution](#)

247.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[iterater's solution](#)

248.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: brute force, math
[iterater's solution](#)

249.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: games, math
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250.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory
[iterater's solution](#)

251.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math
[iterater's solution](#)

252.

1454C

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

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

253.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,576 global accepts · Rating: 1200 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar
[iterater's solution](#)

254.

1428B

[Belted Rooms](#) · [Tutorial](#)

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

255.

1399C

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

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers
[iterater's solution](#)

256.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,809 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: bitmasks, math
[iterater's solution](#)

257.

1419B

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Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[iterater's solution](#)

258.

1409C

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Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[iterater's solution](#)

259.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: greedy, implementation
[iterater's solution](#)

260.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[iterater's solution](#)

261.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: greedy
[iterater's solution](#)

262.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math
[iterater's solution](#)

263.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[iterater's solution](#)

264.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers
[iterater's solution](#)

265.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[iterater's solution](#)

266.

1881D

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Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[iterater's solution](#)

267.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[iterater's solution](#)

268.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[iterater's solution](#)

269.

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[iterater's solution](#)

270.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[iterater's solution](#)

271.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[iterater's solution](#)

272.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[iterater's solution](#)

273.

1326C

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Quality: 16,400 global accepts · Rating: 1300 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[iterater's solution](#)

274.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[iterater's solution](#)

275.

1607D

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Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[iterater's solution](#)

276.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
[iterater's solution](#)

277.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
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278.

1471C

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Rating: 1300 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[iterater's solution](#)

279.

1466C

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280.

1459B

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281.

1454D

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

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[iterater's solution](#)

282.

1433E

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283.

1422B

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[iterater's solution](#)

284.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
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285.

670C

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Quality: 9,999 global accepts · Rating: 1300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: implementation, sortings
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286.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings
[iterater's solution](#)

287.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings
[iterater's solution](#)

288.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,386 global accepts · Rating: 1300 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[iterater's solution](#)

289.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[iterater's solution](#)

290.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[iterater's solution](#)

291.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[iterater's solution](#)

292.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: math, two pointers

[iterater's solution](#)

293.

1367C

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Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[iterater's solution](#)

294.

1364B

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Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

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295.

1907D

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Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms

[iterater's solution](#)

296.

1903C

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Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-05 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[iterater's solution](#)

297.

1896C

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Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[iterater's solution](#)

298.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[iterater's solution](#)

299.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[iterater's solution](#)

300.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[iterater's solution](#)

301.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,763 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[iterater's solution](#)

302.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[iterater's solution](#)

303.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[iterater's solution](#)

304.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[iterater's solution](#)

305.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, brute force, data structures, strings

[iterater's solution](#)

306.

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[iterater's solution](#)

307.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,733 global accepts · Rating: 1400 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: dp, math, number theory

[iterater's solution](#)

308.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: graphs, greedy

[iterater's solution](#)

309.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[iterater's solution](#)

310.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[iterater's solution](#)

311.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[iterater's solution](#)

312.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, implementation
[iterater's solution](#)

313.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[iterater's solution](#)

314.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[iterater's solution](#)

315.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[iterater's solution](#)

316.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[iterater's solution](#)

317.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: greedy
[iterater's solution](#)

318.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math, sortings, two pointers
[iterater's solution](#)

319.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers
[iterater's solution](#)

320.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory
[iterater's solution](#)

321.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2025-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[iterater's solution](#)

322.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-20 · last AC: 2025-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[iterater's solution](#)

323.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[iterater's solution](#)

324.

1881E

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Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-27 · Java 11 (first AC) · Tags: dp

[iterater's solution](#)

325.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[iterater's solution](#)

326.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[iterater's solution](#)

327.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 1500 · first AC: 2023-09-11 · Java 11 (first AC) · Tags: binary search, bitmasks, data structures, dp

[iterater's solution](#)

328.

1842C

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

Quality: 16,493 global accepts · Rating: 1500 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[iterater's solution](#)

329.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[iterater's solution](#)

330.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[iterater's solution](#)

331.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[iterater's solution](#)

332.

1646C

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

Quality: 19,514 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[iterater's solution](#)

333.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[iterater's solution](#)

334.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[iterater's solution](#)

335.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[iterater's solution](#)

336.

1486B

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

Quality: 20,480 global accepts · Rating: 1500 · first AC: 2021-02-19 · last AC: 2021-03-04 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[iterater's solution](#)

337.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[iterater's solution](#)

338.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[iterater's solution](#)

339.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[iterater's solution](#)

340.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[iterater's solution](#)

341.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[iterater's solution](#)

342.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees
[iterater's solution](#)

343.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics
[iterater's solution](#)

344.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[iterater's solution](#)

345.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[iterater's solution](#)

346.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures
[iterater's solution](#)

347.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[iterater's solution](#)

348.

1405C

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

Rating: 1500 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[iterater's solution](#)

349.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[iterater's solution](#)

350.

1409D

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

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

351.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[iterater's solution](#)

352.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings
[iterater's solution](#)

353.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[iterater's solution](#)

354.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math
[iterater's solution](#)

355.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers
[iterater's solution](#)

356.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[iterater's solution](#)

357.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[iterater's solution](#)

358.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: greedy, math
[iterater's solution](#)

359.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms
[iterater's solution](#)

360.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[iterater's solution](#)

361.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers
[iterater's solution](#)

362.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[iterater's solution](#)

363.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2025-07-17 · GNU C++11 (first AC) · Tags: math, number theory
[iterater's solution](#)

364.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory
[iterater's solution](#)

365.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[iterater's solution](#)

366.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[iterater's solution](#)

367.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[iterater's solution](#)

368.

1660E

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Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[iterater's solution](#)

369.

1660D

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

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers
[iterater's solution](#)

370.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,695 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[iterater's solution](#)

371.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[iterater's solution](#)

372.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,783 global accepts · Rating: 1600 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[iterater's solution](#)

373.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[iterater's solution](#)

374.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[iterater's solution](#)

375.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[iterater's solution](#)

376.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[iterater's solution](#)

377.

1526C2

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

Quality: 29,730 global accepts · Rating: 1600 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: data structures, greedy

[iterater's solution](#)

378.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive

[iterater's solution](#)

379.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[iterater's solution](#)

380.

1476C

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Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[iterater's solution](#)

381.

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[iterater's solution](#)

382.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[iterater's solution](#)

383.

1397C

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

Quality: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[iterater's solution](#)

384.

1398C

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Quality: 36,600 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math

[iterater's solution](#)

385.

1395C

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Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[iterater's solution](#)

386.

1389B

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Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[iterater's solution](#)

387.

1371D

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Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[iterater's solution](#)

388.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[iterater's solution](#)

389.

1364C

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Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[iterater's solution](#)

390.

2122C

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Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[iterater's solution](#)

391.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[iterater's solution](#)

392.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-08 · Java 11 (first AC) · Tags: greedy, math

[iterater's solution](#)

393.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[iterater's solution](#)

394.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[iterater's solution](#)

395.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[iterater's solution](#)

396.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings
[iterater's solution](#)

397.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[iterater's solution](#)

398.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
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399.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[iterater's solution](#)

400.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
[iterater's solution](#)

401.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[iterater's solution](#)

402.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math
[iterater's solution](#)

403.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[iterater's solution](#)

404.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[iterater's solution](#)

405.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2021-02-02 · last AC: 2021-03-30 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[iterater's solution](#)

406.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[iterater's solution](#)

407.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[iterater's solution](#)

408.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[iterater's solution](#)

409.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[iterater's solution](#)

410.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[iterater's solution](#)

411.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[iterater's solution](#)

412.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[iterater's solution](#)

413.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, implementation
[iterater's solution](#)

414.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: games, geometry, math
[iterater's solution](#)

415.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[iterater's solution](#)

416.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
[iterater's solution](#)

417.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[iterater's solution](#)

418.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[iterater's solution](#)

419.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[iterater's solution](#)

420.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[iterater's solution](#)

421.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings
[iterater's solution](#)

422.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[iterater's solution](#)

423.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[iterater's solution](#)

424.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry
[iterater's solution](#)

425.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[iterater's solution](#)

426.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
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427.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
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428.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[iterater's solution](#)

429.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
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430.

1517D

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
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431.

1549D

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Rating: 1800 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
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432.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
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433.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

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434.

1286A

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Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[iterater's solution](#)

435.

173B

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Quality: 3,987 global accepts · Rating: 1800 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[iterater's solution](#)

436.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[iterater's solution](#)

437.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[iterater's solution](#)

438.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[iterater's solution](#)

439.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[iterater's solution](#)

440.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[iterater's solution](#)

441.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[iterater's solution](#)

442.

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[iterater's solution](#)

443.

1420D

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Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[iterater's solution](#)

444.

1409E

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Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers
[iterater's solution](#)

445.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[iterater's solution](#)

446.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[iterater's solution](#)

447.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees
[iterater's solution](#)

448.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dp
[iterater's solution](#)

449.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[iterater's solution](#)

450.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers
[iterater's solution](#)

451.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[iterater's solution](#)

452.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[iterater's solution](#)

453.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[iterater's solution](#)

454.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[iterater's solution](#)

455.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[iterater's solution](#)

456.

109C

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Quality: 4,119 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

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457.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[iterater's solution](#)

458.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

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459.

1245D

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Quality: 9,602 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[iterater's solution](#)

460.

1311F

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Quality: 4,842 global accepts · Rating: 1900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[iterater's solution](#)

461.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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462.

1558B

[Up the Strip](#) · [Tutorial](#)

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463.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[iterater's solution](#)

464.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math
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465.

1141G

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Quality: 2,546 global accepts · Rating: 1900 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[iterater's solution](#)

466.

739B

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Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
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467.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive
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468.

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, greedy
[iterater's solution](#)

469.

1475G

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Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings
[iterater's solution](#)

470.

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms
[iterater's solution](#)

471.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[iterater's solution](#)

472.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: dp, probabilities
[iterater's solution](#)

473.

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
[iterater's solution](#)

474.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[iterater's solution](#)

475.

1421D

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Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths
[iterater's solution](#)

476.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[iterater's solution](#)

477.

1430E

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Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[iterater's solution](#)

478.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees
[iterater's solution](#)

479.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
[iterater's solution](#)

480.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
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481.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees
[iterater's solution](#)

482.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[iterater's solution](#)

483.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[iterater's solution](#)

484.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[iterater's solution](#)

485.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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486.

1646D

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Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

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487.

1632D

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488.

633D

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[iterater's solution](#)

489.

533B

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490.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[iterater's solution](#)

491.

797E

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Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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492.

855C

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Quality: 2,405 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

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493.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

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494.

817E

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

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[iterater's solution](#)

495.

1566E

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Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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496.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[iterater's solution](#)

497.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[iterater's solution](#)

498.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

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499.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[iterater's solution](#)

500.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[iterater's solution](#)

501.

1459D

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

Rating: 2000 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: brute force, dp

[iterater's solution](#)

502.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[iterater's solution](#)

503.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp

[iterater's solution](#)

504.

1451E1

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

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive,

math

[iterater's solution](#)

505.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[iterater's solution](#)

506.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[iterater's solution](#)

507.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[iterater's solution](#)

508.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[iterater's solution](#)

509.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[iterater's solution](#)

510.

1426F

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

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[iterater's solution](#)

511.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[iterater's solution](#)

512.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[iterater's solution](#)

513.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[iterater's solution](#)

514.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[iterater's solution](#)

515.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[iterater's solution](#)

516.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[iterater's solution](#)

517.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[iterater's solution](#)

518.

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[iterater's solution](#)

519.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[iterater's solution](#)

520.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[iterater's solution](#)

521.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[iterater's solution](#)

522.

702E

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Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[iterater's solution](#)

523.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[iterater's solution](#)

524.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

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525.

766E

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Quality: 3,473 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[iterater's solution](#)

526.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[iterater's solution](#)

527.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[iterater's solution](#)

528.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[iterater's solution](#)

529.

609E

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

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[iterater's solution](#)

530.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[iterater's solution](#)

531.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[iterater's solution](#)

532.

1000E

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

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[iterater's solution](#)

533.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[iterater's solution](#)

534.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[iterater's solution](#)

535.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: dp, math

[iterater's solution](#)

536.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[iterater's solution](#)

537.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[iterater's solution](#)

538.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dp

[iterater's solution](#)

539.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: data structures, dp, math

[iterater's solution](#)

540.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[iterater's solution](#)

541.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: dp, strings

[iterater's solution](#)

542.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[iterater's solution](#)

543.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[iterater's solution](#)

544.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[iterater's solution](#)

545.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[iterater's solution](#)

546.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[iterater's solution](#)

547.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[iterater's solution](#)

548.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
[iterater's solution](#)

549.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[iterater's solution](#)

550.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · last AC: 2021-11-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[iterater's solution](#)

551.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
[iterater's solution](#)

552.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees
[iterater's solution](#)

553.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math
[iterater's solution](#)

554.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[iterater's solution](#)

555.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[iterater's solution](#)

556.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[iterater's solution](#)

557.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[iterater's solution](#)

558.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[iterater's solution](#)

559.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[iterater's solution](#)

560.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: data structures

[iterater's solution](#)

561.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[iterater's solution](#)

562.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[iterater's solution](#)

563.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[iterater's solution](#)

564.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[iterater's solution](#)

565.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: dp

[iterater's solution](#)

566.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[iterater's solution](#)

567.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[iterater's solution](#)

568.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-01-31 · last AC: 2024-08-06 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[iterater's solution](#)

569.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[iterater's solution](#)

570.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[iterater's solution](#)

571.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[iterater's solution](#)

572.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[iterater's solution](#)

573.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-02-01 · last AC: 2021-08-27 · GNU C++11 (first AC) · Tags: dp

[iterater's solution](#)

574.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[iterater's solution](#)

575.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: string suffix structures
[iterater's solution](#)

576.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: math, matrices
[iterater's solution](#)

577.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math
[iterater's solution](#)

578.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: dp, strings
[iterater's solution](#)

579.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[iterater's solution](#)

580.

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[iterater's solution](#)

581.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, dsu, trees
[iterater's solution](#)

582.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: graphs, shortest paths, sortings
[iterater's solution](#)

583.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[iterater's solution](#)

584.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[iterater's solution](#)

585.

1405E

[Fixed Point Removal](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[iterater's solution](#)

586.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[iterater's solution](#)

587.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[iterater's solution](#)

588.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[iterater's solution](#)

589.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[iterater's solution](#)

590.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[iterater's solution](#)

591.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[iterater's solution](#)

592.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[iterater's solution](#)

593.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: number theory

[iterater's solution](#)

594.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[iterater's solution](#)

595.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[iterater's solution](#)

596.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dp

[iterater's solution](#)

597.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[iterater's solution](#)

598.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[iterater's solution](#)

599.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[iterater's solution](#)

600.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[iterater's solution](#)

601.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[iterater's solution](#)

602.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2020-07-07 · last AC: 2020-10-16 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[iterater's solution](#)

603.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[iterater's solution](#)

604.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[iterater's solution](#)

605.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[iterater's solution](#)

606.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[iterater's solution](#)

607.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[iterater's solution](#)

608.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
[iterater's solution](#)

609.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[iterater's solution](#)

610.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: dp, matrices
[iterater's solution](#)

611.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: combinatorics, graphs
[iterater's solution](#)

612.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math
[iterater's solution](#)

613.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[iterater's solution](#)

614.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: dp, number theory
[iterater's solution](#)

615.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: dp, greedy
[iterater's solution](#)

616.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: data structures, probabilities

[iterater's solution](#)

617.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[iterater's solution](#)

618.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[iterater's solution](#)

619.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[iterater's solution](#)

620.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[iterater's solution](#)

621.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: geometry

[iterater's solution](#)

622.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[iterater's solution](#)

623.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: math

[iterater's solution](#)

624.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[iterater's solution](#)

625.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[iterater's solution](#)

626.

1417F

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

Rating: 2600 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[iterater's solution](#)

627.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[iterater's solution](#)

628.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-07-08 · last AC: 2020-07-08 · GNU C++11 (first AC) · Tags: brute force, data structures

[iterater's solution](#)

629.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[iterater's solution](#)

630.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[iterater's solution](#)

631.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[iterater's solution](#)

632.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math, probabilities

[iterater's solution](#)

633.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[iterater's solution](#)

634.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[iterater's solution](#)

635.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[iterater's solution](#)

636.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: data structures, dsu

[iterater's solution](#)

637.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry, trees

[iterater's solution](#)

638.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[iterater's solution](#)

639.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[iterater's solution](#)

640.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[iterater's solution](#)

641.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[iterater's solution](#)

642.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[iterater's solution](#)

643.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[iterater's solution](#)

644.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[iterater's solution](#)

645.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices

[iterater's solution](#)

646.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs

[iterater's solution](#)

647.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2021-02-20 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: data structures

[iterater's solution](#)

648.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[iterater's solution](#)

649.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[iterater's solution](#)

650.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[iterater's solution](#)

651.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[iterater's solution](#)

652.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees
[iterater's solution](#)

653.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[iterater's solution](#)

654.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[iterater's solution](#)

655.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[iterater's solution](#)

656.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: data structures, string suffix structures
[iterater's solution](#)

657.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[iterater's solution](#)

658.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: flows

[iterater's solution](#)

659.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[iterater's solution](#)

660.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[iterater's solution](#)

661.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[iterater's solution](#)

662.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[iterater's solution](#)

663.

102354B

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

Rating: — · first AC: 2020-09-25 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[iterater's solution](#)

664.

103698G

[Palinomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[iterater's solution](#)

665.

103698E

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[iterater's solution](#)

666.

103202J

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

Rating: — · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[iterater's solution](#)

667.

102586J

[Median Replace Hard](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[iterater's solution](#)

668.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[iterater's solution](#)

669.

103470K

[Ancient Magic Circle in Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[iterater's solution](#)

670.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

671.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

672.

103351B

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

673.

103351I

[Guess the expression](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

674.

103351J

[Maximal perfectionism](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

675.

103351A

[Modulo Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

676.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · last AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

677.

103256E1

[Coins Game \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

678.

103256E2

[Coins Game \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

679.

103256D

[Sightseeing with Friends](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

680.

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[iterater's solution](#)

681.

103256B

[Huron Jam](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

682.

103256A

[Coffee Bar](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

683.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[iterater's solution](#)

684.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[iterater's solution](#)

685.

103202F

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

Rating: — · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

686.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

687.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

688.

103091G

[Digging for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

689.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

690.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

691.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

692.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

693.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

694.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

695.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

696.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

697.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

698.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

699.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[iterater's solution](#)

700.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

701.

102942E

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

702.

102942D

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

703.

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

704.

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

705.

102803J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

706.

102803F

[False God](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

707.

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[iterater's solution](#)

708.

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

709.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

710.

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

711.

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

712.

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

713.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

714.

102397H

[Mahmoud and the flagstones](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

715.

102397E

[Bashar and the bad land \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

716.

102397J

[AbuTahun and Flash Memories](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

717.

102397I

[Dr.Hjjawi and the MCQ](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

718.

102397G

[Super Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

719.

102397F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

720.

102397D

[Bashar and the bad land \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

721.

102397C

[The Ending Point](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

722.

102397A

[Bashar and SHAWERMA!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

723.

102397B

[Calculate The Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: —
[iterater's solution](#)

724.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

725.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

726.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

727.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

728.

100959L

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

Rating: — · first AC: 2020-09-15 · last AC: 2020-09-15 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

729.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

730.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: —

[iterater's solution](#)

731.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[iterater's solution](#)