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Unique solved — jaehyunp312

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

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Count: 1,440

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- 2.**
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12.

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2002A

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1979A

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21.

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28.

1956A

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1955A

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30.

1886A

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33.

1941A

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34.

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43.

1898A

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1842A

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47.

1831A

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48.

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57.

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61.

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1712B

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73.

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1701A

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76.

1698B

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1695A

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89.

1684B

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95.

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1670A

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Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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98.

1675A

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Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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99.

1598A

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100.

1311A

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Quality: 46,275 global accepts · Rating: 800 · first AC: 2021-04-28 · last AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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101.

1633B

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Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

102.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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103.

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · last AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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104.

1674B

[Dictionary](#) · [Tutorial](#)

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105.

1674A

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Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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106.

1632A

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Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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107.

1668A

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Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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108.

1673A

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109.

1041A

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110.

1672B

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111.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math
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112.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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113.

1669C

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114.

1669B

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115.

1669A

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116.

1654B

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117.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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118.

1620A

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119.

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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120.

1608A

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121.

1585A

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[jaehyunp312's solution](#)

122.

1614A

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Quality: 24,593 global accepts · Rating: 800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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123.

1602A

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124.

1616A

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125.

1583A

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126.

1661A

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127.

1665A

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128.

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jaehyunp312's solution](#)

129.

1594A

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130.

1634A

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131.

1646B

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132.

1638A

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133.

1584A

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134.

1642A

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135.

1660B

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136.

1660A

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137.

1621A

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138.

1658B

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139.

1658A

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140.

1629A

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141.

1631A

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142.

1622A

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143.

1626A

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144.

1644A

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145.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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146.

1611B

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147.

1611A

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148.

1635A

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Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
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149.

1618B

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Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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150.

1618A

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Quality: 34,382 global accepts · Rating: 800 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
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151.

1619B

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152.

1619A

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153.

1647A

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154.

1651B

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155.

1651A

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156.

1633A

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157.

1624A

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158.

1649A

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159.

1650A

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160.

1644B

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161.

1646A

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Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math

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162.

1607A

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163.

1593A

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164.

1581A

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165.

1579A

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166.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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167.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

168.

1566B

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Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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169.

1566A

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Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-13 · PyPy 3 (first AC) · Tags: binary search, greedy, math
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170.

14A

[Letter](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

171.

1569A

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

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172.

1567A

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173.

302A

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Quality: 9,761 global accepts · Rating: 800 · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: implementation
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174.

1468E

[Four Segments](#) · [Tutorial](#)

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175.

1162A

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176.

760A

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177.

1075A

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178.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2021-09-03 · PyPy 3 (first AC) · Tags: brute force
[jaehyunp312's solution](#)

179.

78A

[Haiku](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

180.

12A

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[jaehyunp312's solution](#)

181.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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182.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2021-09-03 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

183.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

184.

748A

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[jaehyunp312's solution](#)

185.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

186.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

187.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

188.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: math

[jaehyunp312's solution](#)

189.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

190.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

191.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: brute force, math

[jaehyunp312's solution](#)

192.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[jaehyunp312's solution](#)

193.

851A

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Quality: 10,311 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

194.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: math

[jaehyunp312's solution](#)

195.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: math

[jaehyunp312's solution](#)

196.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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197.

16A

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Quality: 17,255 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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198.

49A

[Sleuth](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

199.

899A

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Quality: 11,098 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[jaehyunp312's solution](#)

200.

884A

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Quality: 11,284 global accepts · Rating: 800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

201.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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202.

802G1

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

Quality: 8,148 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

203.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: brute force, implementation

[jaehyunp312's solution](#)

204.

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: constructive algorithms

[jaehyunp312's solution](#)

205.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

206.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

207.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

208.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: math

[jaehyunp312's solution](#)

209.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

210.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

[jaehyunp312's solution](#)

211.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

212.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

213.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,231 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

214.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

215.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

216.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: brute force

[jaehyunp312's solution](#)

217.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

218.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[jaehyunp312's solution](#)

219.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

220.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

221.

1085A

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Quality: 12,697 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

222.

796A

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Quality: 13,816 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: brute force, implementation

[jaehyunp312's solution](#)

223.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: math

[jaehyunp312's solution](#)

224.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

225.

47A

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

Quality: 18,177 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: brute force, math

[jaehyunp312's solution](#)

226.

952A

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Quality: 11,977 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: *special, math

[jaehyunp312's solution](#)

227.

811A

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

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[jaehyunp312's solution](#)

228.

620A

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[jaehyunp312's solution](#)

229.

104A

[Blackjack](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

230.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

231.

629A

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[jaehyunp312's solution](#)

232.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[jaehyunp312's solution](#)

233.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: implementation, sortings

[jaehyunp312's solution](#)

234.

680A

[Bear and Five Cards](#) · [Tutorial](#)

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235.

1315A

[Dead Pixel](#) · [Tutorial](#)

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236.

710A

[King Moves](#) · [Tutorial](#)

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237.

1031A

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[jaehyunp312's solution](#)

238.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[jaehyunp312's solution](#)

239.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

240.

854A

[Fraction](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

241.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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242.

912A

[Tricky Alchemy](#) · [Tutorial](#)

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243.

897A

[Scarborough Fair](#) · [Tutorial](#)

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244.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

245.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[jaehyunp312's solution](#)

246.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

247.

994A

[Fingerprints](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

248.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

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249.

1143A

[The Doors](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

250.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jaehyunp312's solution](#)

251.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: math

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252.

937A

[Olympiad](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

253.

780A

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

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[jaehyunp312's solution](#)

254.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[jaehyunp312's solution](#)

255.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

256.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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257.

1447A

[Add Candies](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

258.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: greedy

[jaehyunp312's solution](#)

259.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

260.

664A

[Complicated GCD](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

261.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: implementation, strings

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262.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

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263.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[jaehyunp312's solution](#)

264.

898A

[Rounding](#) · [Tutorial](#)

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265.

672A

[Summer Camp](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

266.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: greedy, implementation, math

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267.

1148A

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Quality: 15,547 global accepts · Rating: 800 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: greedy

[jaehyunp312's solution](#)

268.

681A

[A Good Contest](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

269.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: implementation, math

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270.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: strings

[jaehyunp312's solution](#)

271.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

272.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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273.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: brute force, greedy, math

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274.

1185A

[Ropewalkers](#) · [Tutorial](#)

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275.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[jaehyunp312's solution](#)

276.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

277.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: greedy, math

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278.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

279.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[jaehyunp312's solution](#)

280.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

281.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,458 global accepts · Rating: 800 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

282.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

283.

918A

[Eleven](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

284.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2021-08-25 · PyPy 3 (first AC) · Tags: brute force, implementation, sortings

[jaehyunp312's solution](#)

285.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2021-08-25 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

286.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2021-08-25 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

287.

38A

[Army](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

288.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

289.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2021-08-25 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math

[jaehyunp312's solution](#)

290.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

291.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[jaehyunp312's solution](#)

292.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[jaehyunp312's solution](#)

293.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

[jaehyunp312's solution](#)

294.

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: brute force, graphs, math, number theory

[jaehyunp312's solution](#)

295.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,768 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

296.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[jaehyunp312's solution](#)

297.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

298.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[jaehyunp312's solution](#)

299.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

300.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: math

[jaehyunp312's solution](#)

301.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

302.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[jaehyunp312's solution](#)

303.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,059 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

304.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[jaehyunp312's solution](#)

305.

1491A

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

Quality: 19,032 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jaehyunp312's solution](#)

306.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[jaehyunp312's solution](#)

307.

1255A

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308.

1080A

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309.

1017A

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310.

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311.

1093A

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312.

1270A

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313.

1144A

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314.

1047A

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315.

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316.

1191A

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317.

1269A

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318.

721A

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319.

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320.

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321.

1281A

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322.

1146A

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323.

701A

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324.

1167A

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325.

1244A

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327.

1061A

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328.

1437A

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329.

34A

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330.

1417A

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1445A

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332.

513A

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333.

1560B

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334.

1560C

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335.

1560A

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336.

1493A

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337.

1114A

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338.

1200A

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339.

832A

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1316A

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939A

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1284A

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1015A

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345.

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346.

1392B

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347.

999A

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348.

1287A

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349.

835A

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350.

1482A

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351.

378A

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352.

1539B

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353.

1504A

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354.

1301A

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355.

1438A

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356.

1440A

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1102A

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358.

978A

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359.

1411A

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360.

1536A

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361.

1176A

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362.

988A

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363.

1006A

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364.

1005A

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365.

1392A

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366.

1257A

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367.

1422A

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368.

1230A

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369.

1108A

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370.

1228A

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371.

1534A

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372.

22A

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373.

1530B

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374.

1530A

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375.

1557A

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376.

1549B

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377.

1549A

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378.

1554A

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379.

265A

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380.

1526A

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381.

1525A

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382.

1541A

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383.

1551A

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384.

1527A

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385.

1537A

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386.

1538B

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387.

1542A

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388.

1529A

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389.

1538A

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390.

1535A

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391.

1552A

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392.

1551B1

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393.

1553A

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394.

1546A

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395.

1547B

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396.

1547A

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397.

1550A

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398.

1430B

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399.

1443A

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400.

1415A

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401.

609A

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402.

1498A

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403.

1499A

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404.

1497A

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405.

1393A

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406.

1206A

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407.

1492A

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408.

1421A

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409.

330A

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410.

1452C

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411.

1452A

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412.

1180A

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413.

1453A

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414.

1300A

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415.

716A

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416.

255A

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417.

1249A

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418.

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1092A

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421.

1207A

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422.

1520B

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423.

1436A

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1520A

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1451A

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427.

1003A

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428.

1183A

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1095A

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1515A

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214A

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1474A

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433.

1480A

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434.

448A

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435.

1466A

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436.

1487A

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437.

1462B

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438.

1391B

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439.

1304A

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1077A

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1312A

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1398B

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445.

1478A

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446.

894A

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447.

1519B

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449.

1351A

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233A

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822A

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1345A

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1454B

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599A

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457.

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734B

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1388A

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978B

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1196A

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464.

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32B

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466.

1433B

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1400A

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702A

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1397A

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1368A

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711A

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1473A

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9A

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1325A

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482.

1325B

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483.

1372A

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959A

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1296A

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488.

935A

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381A

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1385A

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496.

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497.

707A

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1433A

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501.

1385B

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502.

1370A

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503.

749A

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504.

1348A

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505.

1360B

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703A

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507.

1367B

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1399B

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509.

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490A

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511.

1374A

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512.

758A

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513.

432A

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723A

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1367A

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516.

427A

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517.

1154A

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518.

732A

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519.

1409A

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521.

155A

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1399A

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750A

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524.

581A

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510A

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1335A

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996A

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528.

141A

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785A

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531.

268A

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1328A

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443A

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144A

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705A

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1030A

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677A

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734A

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41A

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977A

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791A

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559.

266A

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339A

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562.

263A

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112A

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564.

282A

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565.

50A

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158A

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567.

231A

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568.

71A

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569.

4A

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1481A

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1514A

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1353A

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1369A

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1371A

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1382A

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586.

1455A

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1506A

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1511A

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593.

1513A

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1081A

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2035B

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1954A

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1666D

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1665B

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615.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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616.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math

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617.

1607B

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Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math

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618.

1593B

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Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

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619.

1141B

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Quality: 23,081 global accepts · Rating: 900 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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620.

1144B

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Quality: 18,338 global accepts · Rating: 900 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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621.

913A

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Quality: 24,180 global accepts · Rating: 900 · first AC: 2021-09-17 · PyPy 3 (first AC) · Tags: implementation, math

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622.

1272A

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Quality: 22,076 global accepts · Rating: 900 · first AC: 2021-09-17 · PyPy 3 (first AC) · Tags: brute force, greedy, math, sortings

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623.

1419A

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Quality: 20,526 global accepts · Rating: 900 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

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624.

1468N

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Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-09-03 · PyPy 3 (first AC) · Tags: greedy, implementation

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625.

1501B

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Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[jaehyunp312's solution](#)

626.

1330A

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627.

16B

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Quality: 20,771 global accepts · Rating: 900 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[jaehyunp312's solution](#)

628.

746B

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Quality: 31,892 global accepts · Rating: 900 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

629.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[jaehyunp312's solution](#)

630.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,476 global accepts · Rating: 900 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation

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631.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: math

[jaehyunp312's solution](#)

632.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2021-08-22 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

633.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[jaehyunp312's solution](#)

634.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

635.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2021-08-19 · PyPy 3 (first AC) · Tags: math

[jaehyunp312's solution](#)

636.

1238A

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Quality: 28,069 global accepts · Rating: 900 · first AC: 2021-08-19 · PyPy 3 (first AC) · Tags: math, number theory

[jaehyunp312's solution](#)

637.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,068 global accepts · Rating: 900 · first AC: 2021-08-18 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

638.

1420A

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Quality: 25,206 global accepts · Rating: 900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[jaehyunp312's solution](#)

639.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2021-08-17 · PyPy 3 (first AC) · Tags: greedy

[jaehyunp312's solution](#)

640.

1537B

[Bad Boy](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

641.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[jaehyunp312's solution](#)

642.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,600 global accepts · Rating: 900 · first AC: 2021-08-15 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math
[jaehyunp312's solution](#)

643.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,784 global accepts · Rating: 900 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[jaehyunp312's solution](#)

644.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jaehyunp312's solution](#)

645.

1543B

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Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[jaehyunp312's solution](#)

646.

1543A

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Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[jaehyunp312's solution](#)

647.

1555A

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Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[jaehyunp312's solution](#)

648.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jaehyunp312's solution](#)

649.

1535B

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Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[jaehyunp312's solution](#)

650.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

math

[jaehyunp312's solution](#)

651.

1213A

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Quality: 25,605 global accepts · Rating: 900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

652.

439A

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Quality: 26,623 global accepts · Rating: 900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

653.

1206B

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Quality: 29,512 global accepts · Rating: 900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jaehyunp312's solution](#)

654.

1467A

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Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jaehyunp312's solution](#)

655.

320A

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Quality: 45,425 global accepts · Rating: 900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[jaehyunp312's solution](#)

656.

588A

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Quality: 24,260 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

657.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

658.

1433C

[Dominant Piranha](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

659.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

660.

1462C

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Quality: 36,451 global accepts · Rating: 900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jaehyunp312's solution](#)

661.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

662.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[jaehyunp312's solution](#)

663.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

664.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

665.

115A

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Quality: 43,367 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[jaehyunp312's solution](#)

666.

1401A

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Quality: 28,637 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jaehyunp312's solution](#)

667.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[jaehyunp312's solution](#)

668.

149A

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Quality: 45,992 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jaehyunp312's solution](#)

669.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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670.

1339A

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Quality: 34,212 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[jaehyunp312's solution](#)

671.

474A

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Quality: 54,718 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

672.

556A

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Quality: 46,398 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

673.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[jaehyunp312's solution](#)

674.

1475A

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Quality: 86,850 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jaehyunp312's solution](#)

675.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jaehyunp312's solution](#)

676.

1374B

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677.

460A

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Quality: 52,029 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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678.

313A

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Quality: 65,055 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[jaehyunp312's solution](#)

679.

451A

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Quality: 75,704 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

680.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

681.

208A

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Quality: 105,080 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[jaehyunp312's solution](#)

682.

405A

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Quality: 126,501 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jaehyunp312's solution](#)

683.

580A

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

Quality: 104,711 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[jaehyunp312's solution](#)

684.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,138 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

685.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

686.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,761 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jaehyunp312's solution](#)

687.

96A

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[jaehyunp312's solution](#)

688.

1494A

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Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[jaehyunp312's solution](#)

689.

1337B

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Quality: 36,867 global accepts · Rating: 900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jaehyunp312's solution](#)

690.

1343A

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Quality: 53,398 global accepts · Rating: 900 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jaehyunp312's solution](#)

691.

1341A

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692.

1354A

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Quality: 24,891 global accepts · Rating: 900 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

693.

1471A

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694.

1505A

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Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[jaehyunp312's solution](#)

695.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[jaehyunp312's solution](#)

696.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[jaehyunp312's solution](#)

697.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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698.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[jaehyunp312's solution](#)

699.

2039B

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Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[jaehyunp312's solution](#)

700.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[jaehyunp312's solution](#)

701.

1979B

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Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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702.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[jaehyunp312's solution](#)

703.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

704.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: strings

[jaehyunp312's solution](#)

705.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[jaehyunp312's solution](#)

706.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[jaehyunp312's solution](#)

707.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

708.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

709.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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710.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jaehyunp312's solution](#)

711.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[jaehyunp312's solution](#)

712.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[jaehyunp312's solution](#)

713.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[jaehyunp312's solution](#)

714.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jaehyunp312's solution](#)

715.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jaehyunp312's solution](#)

716.

1598B

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Quality: 16,939 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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717.

1256A

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Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-05-04 · last AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math

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718.

1674C

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719.

1632B

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720.

1659A

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Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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721.

1041B

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722.

1671B

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723.

1620B

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724.

1447B

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725.

1584B

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Quality: 14,352 global accepts · Rating: 1000 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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726.

1593C

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727.

1144C

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728.

1579E1

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729.

1133A

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Quality: 19,708 global accepts · Rating: 1000 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: implementation
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730.

515A

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731.

37A

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732.

1418A

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Quality: 33,865 global accepts · Rating: 1000 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: math
[jaehyunp312's solution](#)

733.

1566C

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Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
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734.

1569B

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Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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735.

1539A

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[jaehyunp312's solution](#)

736.

1567B

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Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
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737.

1419D1

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Quality: 26,388 global accepts · Rating: 1000 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[jaehyunp312's solution](#)

738.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[jaehyunp312's solution](#)

739.

610A

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Quality: 27,559 global accepts · Rating: 1000 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: combinatorics, math

[jaehyunp312's solution](#)

740.

1253A

[Single Push](#) · [Tutorial](#)

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[jaehyunp312's solution](#)

741.

334A

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Quality: 20,024 global accepts · Rating: 1000 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

742.

102B

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Quality: 31,944 global accepts · Rating: 1000 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

743.

831A

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Quality: 11,032 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

744.

5A

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Quality: 11,128 global accepts · Rating: 1000 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

745.

1293B

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Quality: 22,297 global accepts · Rating: 1000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

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746.

1474B

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Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-08-18 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[jaehyunp312's solution](#)

747.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2021-08-18 · PyPy 3 (first AC) · Tags: dp, greedy

[jaehyunp312's solution](#)

748.

237A

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[jaehyunp312's solution](#)

749.

450A

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Quality: 44,435 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

750.

1182A

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Quality: 35,581 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[jaehyunp312's solution](#)

751.

3A

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Quality: 22,149 global accepts · Rating: 1000 · first AC: 2021-08-17 · PyPy 3 (first AC) · Tags: greedy, shortest paths

[jaehyunp312's solution](#)

752.

1312B

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Quality: 39,063 global accepts · Rating: 1000 · first AC: 2021-08-17 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[jaehyunp312's solution](#)

753.

1141A

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Quality: 39,485 global accepts · Rating: 1000 · first AC: 2021-08-17 · PyPy 3 (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

754.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2021-08-17 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[jaehyunp312's solution](#)

755.

1469A

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Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

756.

1362A

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Quality: 34,091 global accepts · Rating: 1000 · first AC: 2021-08-16 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

757.

29A

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[jaehyunp312's solution](#)

758.

1550B

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Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jaehyunp312's solution](#)

759.

766A

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Quality: 34,549 global accepts · Rating: 1000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[jaehyunp312's solution](#)

760.

766B

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761.

1499B

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[jaehyunp312's solution](#)

762.

1395A

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Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[jaehyunp312's solution](#)

763.

1521A

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Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[jaehyunp312's solution](#)

764.

1249B1

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Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[jaehyunp312's solution](#)

765.

1520C

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Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jaehyunp312's solution](#)

766.

1476A

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Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[jaehyunp312's solution](#)

767.

1223B

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Quality: 15,895 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[jaehyunp312's solution](#)

768.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[jaehyunp312's solution](#)

769.

1373A

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Quality: 29,482 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[jaehyunp312's solution](#)

770.

688B

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Quality: 36,024 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[jaehyunp312's solution](#)

771.

1388B

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Quality: 22,822 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jaehyunp312's solution](#)

772.

1515B

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[jaehyunp312's solution](#)

773.

1473B

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Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[jaehyunp312's solution](#)

774.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jaehyunp312's solution](#)

775.

1358B

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776.

1359B

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Quality: 29,388 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[jaehyunp312's solution](#)

777.

733A

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[jaehyunp312's solution](#)

778.

1485A

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[jaehyunp312's solution](#)

779.

441A

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780.

1020B

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781.

1430C

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[jaehyunp312's solution](#)

782.

1199B

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Quality: 22,395 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[jaehyunp312's solution](#)

783.

1326A

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Quality: 32,682 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[jaehyunp312's solution](#)

784.

124A

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Quality: 44,212 global accepts · Rating: 1000 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

785.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

786.

1359A

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Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jaehyunp312's solution](#)

787.

742A

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788.

499B

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Quality: 44,848 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

789.

43A

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Quality: 69,178 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

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790.

476A

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

Quality: 51,625 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

791.

577A

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Quality: 45,289 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[jaehyunp312's solution](#)

792.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,424 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jaehyunp312's solution](#)

793.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jaehyunp312's solution](#)

794.

584A

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Quality: 52,619 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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795.

579A

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Quality: 78,949 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[jaehyunp312's solution](#)

796.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

797.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[jaehyunp312's solution](#)

798.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

799.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jaehyunp312's solution](#)

800.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jaehyunp312's solution](#)

801.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

802.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[jaehyunp312's solution](#)

803.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jaehyunp312's solution](#)

804.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,414 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

805.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

806.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

807.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jaehyunp312's solution](#)

808.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[jaehyunp312's solution](#)

809.

1506C

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

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[jaehyunp312's solution](#)

810.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

811.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

812.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[jaehyunp312's solution](#)

813.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jaehyunp312's solution](#)

814.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[jaehyunp312's solution](#)

815.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[jaehyunp312's solution](#)

816.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[jaehyunp312's solution](#)

817.

1923B

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1780B

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1685A

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1669D

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1624C

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82A

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519B

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1511C

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1132A

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902.

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1975C

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916.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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917.

903B

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Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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918.

1485B

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Quality: 17,922 global accepts · Rating: 1200 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

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919.

1641A

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Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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920.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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921.

1311B

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Quality: 20,036 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

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922.

1029B

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Quality: 18,466 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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923.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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924.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

925.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[jaehyunp312's solution](#)

926.

1647B

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Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[jaehyunp312's solution](#)

927.

1619C

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Quality: 22,664 global accepts · Rating: 1200 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

928.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[jaehyunp312's solution](#)

929.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[jaehyunp312's solution](#)

930.

1669E

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Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[jaehyunp312's solution](#)

931.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[jaehyunp312's solution](#)

932.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[jaehyunp312's solution](#)

933.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[jaehyunp312's solution](#)

934.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

935.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[jaehyunp312's solution](#)

936.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[jaehyunp312's solution](#)

937.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jaehyunp312's solution](#)

938.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[jaehyunp312's solution](#)

939.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jaehyunp312's solution](#)

940.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[jaehyunp312's solution](#)

941.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[jaehyunp312's solution](#)

942.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

943.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

944.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2021-08-22 · PyPy 3 (first AC) · Tags: brute force, implementation

[jaehyunp312's solution](#)

945.

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[jaehyunp312's solution](#)

946.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-08-20 · PyPy 3 (first AC) · Tags: implementation, sortings

[jaehyunp312's solution](#)

947.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[jaehyunp312's solution](#)

948.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[jaehyunp312's solution](#)

949.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[jaehyunp312's solution](#)

950.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[jaehyunp312's solution](#)

951.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2021-08-13 · PyPy 3 (first AC) · Tags: games

[jaehyunp312's solution](#)

952.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jaehyunp312's solution](#)

953.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[jaehyunp312's solution](#)

954.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[jaehyunp312's solution](#)

955.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[jaehyunp312's solution](#)

956.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[jaehyunp312's solution](#)

957.

1355B

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Quality: 27,374 global accepts · Rating: 1200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jaehyunp312's solution](#)

958.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

959.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[jaehyunp312's solution](#)

960.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jaehyunp312's solution](#)

961.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jaehyunp312's solution](#)

962.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

963.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jaehyunp312's solution](#)

964.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jaehyunp312's solution](#)

965.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[jaehyunp312's solution](#)

966.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

967.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jaehyunp312's solution](#)

968.

1339B

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

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[jaehyunp312's solution](#)

969.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

970.

1399C

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

Quality: 32,657 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[jaehyunp312's solution](#)

971.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

972.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

973.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[jaehyunp312's solution](#)

974.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

975.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

976.

1328C

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Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

977.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jaehyunp312's solution](#)

978.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[jaehyunp312's solution](#)

979.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[jaehyunp312's solution](#)

980.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[jaehyunp312's solution](#)

981.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,033 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

982.

492B

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

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[jaehyunp312's solution](#)

983.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[jaehyunp312's solution](#)

984.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[jaehyunp312's solution](#)

985.

1343C

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

Quality: 44,083 global accepts · Rating: 1200 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[jaehyunp312's solution](#)

986.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jaehyunp312's solution](#)

987.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jaehyunp312's solution](#)

988.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[jaehyunp312's solution](#)

989.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

990.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jaehyunp312's solution](#)

991.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[jaehyunp312's solution](#)

992.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[jaehyunp312's solution](#)

993.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[jaehyunp312's solution](#)

994.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jaehyunp312's solution](#)

995.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[jaehyunp312's solution](#)

996.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[jaehyunp312's solution](#)

997.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[jaehyunp312's solution](#)

998.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[jaehyunp312's solution](#)

999.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[jaehyunp312's solution](#)

1000.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[jaehyunp312's solution](#)

1001.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[jaehyunp312's solution](#)**1002.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[jaehyunp312's solution](#)**1003.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jaehyunp312's solution](#)**1004.**

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jaehyunp312's solution](#)**1005.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[jaehyunp312's solution](#)**1006.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[jaehyunp312's solution](#)**1007.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jaehyunp312's solution](#)**1008.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[jaehyunp312's solution](#)**1009.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jaehyunp312's solution](#)**1010.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[jaehyunp312's solution](#)

1011.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jaehyunp312's solution](#)**1012.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)**1013.**

1650D

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

Quality: 14,724 global accepts · Rating: 1300 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[jaehyunp312's solution](#)**1014.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)**1015.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[jaehyunp312's solution](#)**1016.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[jaehyunp312's solution](#)**1017.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[jaehyunp312's solution](#)**1018.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[jaehyunp312's solution](#)**1019.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[jaehyunp312's solution](#)**1020.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[jaehyunp312's solution](#)

1021.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[jaehyunp312's solution](#)

1022.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[jaehyunp312's solution](#)

1023.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[jaehyunp312's solution](#)

1024.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory
[jaehyunp312's solution](#)

1025.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[jaehyunp312's solution](#)

1026.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[jaehyunp312's solution](#)

1027.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[jaehyunp312's solution](#)

1028.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2021-09-07 · PyPy 3 (first AC) · Tags: constructive algorithms
[jaehyunp312's solution](#)

1029.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jaehyunp312's solution](#)

1030.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[jaehyunp312's solution](#)

1031.

1561B

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

Quality: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jaehyunp312's solution](#)

1032.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[jaehyunp312's solution](#)

1033.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

1034.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jaehyunp312's solution](#)

1035.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-08-20 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[jaehyunp312's solution](#)

1036.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[jaehyunp312's solution](#)

1037.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[jaehyunp312's solution](#)

1038.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[jaehyunp312's solution](#)

1039.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[jaehyunp312's solution](#)

1040.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[jaehyunp312's solution](#)

1041.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[jaehyunp312's solution](#)

1042.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jaehyunp312's solution](#)

1043.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jaehyunp312's solution](#)

1044.

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jaehyunp312's solution](#)

1045.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[jaehyunp312's solution](#)

1046.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[jaehyunp312's solution](#)

1047.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[jaehyunp312's solution](#)

1048.

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[jaehyunp312's solution](#)

1049.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jaehyunp312's solution](#)

1050.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jaehyunp312's solution](#)

1051.

1249B2

[Books Exchange \(hard version\) · Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[jaehyunp312's solution](#)

1052.

476B

[Dreamoon and WiFi · Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[jaehyunp312's solution](#)

1053.

1476B

[Inflation · Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[jaehyunp312's solution](#)

1054.

1294C

[Product of Three Numbers · Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[jaehyunp312's solution](#)

1055.

1360D

[Buying Shovels · Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[jaehyunp312's solution](#)

1056.

1335D

[Anti-Sudoku · Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jaehyunp312's solution](#)

1057.

1328B

[K-th Beautiful String · Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[jaehyunp312's solution](#)

1058.

478B

[Random Teams · Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[jaehyunp312's solution](#)

1059.

459B

[Pashmak and Flowers · Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings
[jaehyunp312's solution](#)

1060.

451B

[Sort the Array · Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[jaehyunp312's solution](#)

1061.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[jaehyunp312's solution](#)

1062.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[jaehyunp312's solution](#)

1063.

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[jaehyunp312's solution](#)

1064.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[jaehyunp312's solution](#)

1065.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[jaehyunp312's solution](#)

1066.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jaehyunp312's solution](#)

1067.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jaehyunp312's solution](#)

1068.

1382C1

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

Rating: 1300 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[jaehyunp312's solution](#)

1069.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[jaehyunp312's solution](#)

1070.

1454D

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

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[jaehyunp312's solution](#)

1071.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[jaehyunp312's solution](#)

1072.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

1073.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[jaehyunp312's solution](#)

1074.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[jaehyunp312's solution](#)

1075.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jaehyunp312's solution](#)

1076.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[jaehyunp312's solution](#)

1077.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jaehyunp312's solution](#)

1078.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jaehyunp312's solution](#)

1079.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[jaehyunp312's solution](#)

1080.

1887A1

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

Rating: 1400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[jaehyunp312's solution](#)

1081.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[jaehyunp312's solution](#)

1082.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

1083.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jaehyunp312's solution](#)

1084.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[jaehyunp312's solution](#)

1085.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jaehyunp312's solution](#)

1086.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[jaehyunp312's solution](#)

1087.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jaehyunp312's solution](#)

1088.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[jaehyunp312's solution](#)

1089.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jaehyunp312's solution](#)

1090.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[jaehyunp312's solution](#)

1091.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[jaehyunp312's solution](#)

1092.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaehyunp312's solution](#)

1093.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

1094.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

1095.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[jaehyunp312's solution](#)

1096.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jaehyunp312's solution](#)

1097.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[jaehyunp312's solution](#)

1098.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jaehyunp312's solution](#)

1099.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jaehyunp312's solution](#)

1100.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[jaehyunp312's solution](#)

1101.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

1102.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[jaehyunp312's solution](#)

1103.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jaehyunp312's solution](#)

1104.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[jaehyunp312's solution](#)

1105.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

1106.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jaehyunp312's solution](#)

1107.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,687 global accepts · Rating: 1400 · first AC: 2021-08-20 · PyPy 3 (first AC) · Tags: geometry, math

[jaehyunp312's solution](#)

1108.

445B

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

Quality: 14,765 global accepts · Rating: 1400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy

[jaehyunp312's solution](#)

1109.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, sortings

[jaehyunp312's solution](#)

1110.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2021-08-17 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jaehyunp312's solution](#)

1111.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jaehyunp312's solution](#)

1112.

1102B

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Quality: 11,153 global accepts · Rating: 1400 · first AC: 2021-08-13 · PyPy 3 (first AC) · Tags: greedy, sortings

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1113.

26B

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Quality: 25,868 global accepts · Rating: 1400 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

1114.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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1115.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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1116.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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1117.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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1118.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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1119.

1520E

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Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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1120.

1324D

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Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

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1121.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[jaehyunp312's solution](#)

1122.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[jaehyunp312's solution](#)

1123.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math
[jaehyunp312's solution](#)

1124.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[jaehyunp312's solution](#)

1125.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[jaehyunp312's solution](#)

1126.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[jaehyunp312's solution](#)

1127.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[jaehyunp312's solution](#)

1128.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[jaehyunp312's solution](#)

1129.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[jaehyunp312's solution](#)

1130.

2008E

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

Quality: 13,229 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[jaehyunp312's solution](#)

1131.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 1500 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[jaehyunp312's solution](#)

1132.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[jaehyunp312's solution](#)

1133.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jaehyunp312's solution](#)

1134.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaehyunp312's solution](#)

1135.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[jaehyunp312's solution](#)

1136.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

1137.

1690E

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

Quality: 16,993 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[jaehyunp312's solution](#)

1138.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[jaehyunp312's solution](#)

1139.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[jaehyunp312's solution](#)

1140.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

1141.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[jaehyunp312's solution](#)

1142.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[jaehyunp312's solution](#)

1143.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[jaehyunp312's solution](#)

1144.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[jaehyunp312's solution](#)

1145.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

1146.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

1147.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[jaehyunp312's solution](#)

1148.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[jaehyunp312's solution](#)

1149.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jaehyunp312's solution](#)

1150.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[jaehyunp312's solution](#)

1151.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[jaehyunp312's solution](#)

1152.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[jaehyunp312's solution](#)**1153.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[jaehyunp312's solution](#)**1154.**

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2021-08-22 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[jaehyunp312's solution](#)**1155.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math

[jaehyunp312's solution](#)**1156.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jaehyunp312's solution](#)**1157.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-08-17 · PyPy 3 (first AC) · Tags: hashing, implementation

[jaehyunp312's solution](#)**1158.**

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[jaehyunp312's solution](#)**1159.**

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-08-16 · PyPy 3 (first AC) · Tags: brute force, dp, math

[jaehyunp312's solution](#)**1160.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[jaehyunp312's solution](#)**1161.**

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[jaehyunp312's solution](#)**1162.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jaehyunp312's solution](#)

1163.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[jaehyunp312's solution](#)

1164.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[jaehyunp312's solution](#)

1165.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[jaehyunp312's solution](#)

1166.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaehyunp312's solution](#)

1167.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[jaehyunp312's solution](#)

1168.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[jaehyunp312's solution](#)

1169.

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[jaehyunp312's solution](#)

1170.

255C

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

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jaehyunp312's solution](#)

1171.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[jaehyunp312's solution](#)

1172.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jaehyunp312's solution](#)

1173.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[jaehyunp312's solution](#)

1174.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[jaehyunp312's solution](#)

1175.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[jaehyunp312's solution](#)

1176.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaehyunp312's solution](#)

1177.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[jaehyunp312's solution](#)

1178.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaehyunp312's solution](#)

1179.

1405C

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

Rating: 1500 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[jaehyunp312's solution](#)

1180.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jaehyunp312's solution](#)

1181.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jaehyunp312's solution](#)

1182.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jaehyunp312's solution](#)

1183.

2182D

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

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[jaehyunp312's solution](#)

1184.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[jaehyunp312's solution](#)

1185.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

1186.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jaehyunp312's solution](#)

1187.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[jaehyunp312's solution](#)

1188.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[jaehyunp312's solution](#)

1189.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[jaehyunp312's solution](#)

1190.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[jaehyunp312's solution](#)

1191.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[jaehyunp312's solution](#)

1192.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jaehyunp312's solution](#)

1193.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[jaehyunp312's solution](#)

1194.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jaehyunp312's solution](#)

1195.

1029C

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

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jaehyunp312's solution](#)

1196.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[jaehyunp312's solution](#)

1197.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[jaehyunp312's solution](#)

1198.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jaehyunp312's solution](#)

1199.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jaehyunp312's solution](#)

1200.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[jaehyunp312's solution](#)

1201.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[jaehyunp312's solution](#)

1202.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[jaehyunp312's solution](#)

1203.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[jaehyunp312's solution](#)

1204.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[jaehyunp312's solution](#)

1205.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

1206.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[jaehyunp312's solution](#)

1207.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: implementation, math, number theory

[jaehyunp312's solution](#)

1208.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: implementation

[jaehyunp312's solution](#)

1209.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[jaehyunp312's solution](#)

1210.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[jaehyunp312's solution](#)

1211.

454C

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Rating: 1600 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[jaehyunp312's solution](#)

1212.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[jaehyunp312's solution](#)

1213.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[jaehyunp312's solution](#)

1214.

1555D

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Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[jaehyunp312's solution](#)

1215.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jaehyunp312's solution](#)

1216.

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[jaehyunp312's solution](#)

1217.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jaehyunp312's solution](#)

1218.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[jaehyunp312's solution](#)

1219.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jaehyunp312's solution](#)

1220.

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[jaehyunp312's solution](#)

1221.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[jaehyunp312's solution](#)

1222.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jaehyunp312's solution](#)

1223.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[jaehyunp312's solution](#)

1224.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

1225.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[jaehyunp312's solution](#)

1226.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[jaehyunp312's solution](#)

1227.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[jaehyunp312's solution](#)

1228.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[jaehyunp312's solution](#)

1229.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[jaehyunp312's solution](#)

1230.

1512E

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

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[jaehyunp312's solution](#)

1231.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jaehyunp312's solution](#)

1232.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[jaehyunp312's solution](#)

1233.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[jaehyunp312's solution](#)

1234.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[jaehyunp312's solution](#)

1235.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[jaehyunp312's solution](#)

1236.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[jaehyunp312's solution](#)

1237.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jaehyunp312's solution](#)

1238.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[jaehyunp312's solution](#)

1239.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[jaehyunp312's solution](#)

1240.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[jaehyunp312's solution](#)

1241.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jaehyunp312's solution](#)

1242.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[jaehyunp312's solution](#)

1243.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[jaehyunp312's solution](#)

1244.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[jaehyunp312's solution](#)

1245.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[jaehyunp312's solution](#)

1246.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[jaehyunp312's solution](#)

1247.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[jaehyunp312's solution](#)

1248.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[jaehyunp312's solution](#)

1249.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[jaehyunp312's solution](#)

1250.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[jaehyunp312's solution](#)

1251.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[jaehyunp312's solution](#)

1252.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[jaehyunp312's solution](#)

1253.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[jaehyunp312's solution](#)

1254.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jaehyunp312's solution](#)

1255.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[jaehyunp312's solution](#)

1256.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jaehyunp312's solution](#)

1257.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[jaehyunp312's solution](#)

1258.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[jaehyunp312's solution](#)

1259.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[jaehyunp312's solution](#)

1260.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

1261.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[jaehyunp312's solution](#)

1262.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[jaehyunp312's solution](#)

1263.

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[jaehyunp312's solution](#)

1264.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[jaehyunp312's solution](#)

1265.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jaehyunp312's solution](#)

1266.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[jaehyunp312's solution](#)

1267.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings

[jaehyunp312's solution](#)

1268.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaehyunp312's solution](#)

1269.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[jaehyunp312's solution](#)

1270.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[jaehyunp312's solution](#)

1271.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[jaehyunp312's solution](#)

1272.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jaehyunp312's solution](#)

1273.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jaehyunp312's solution](#)

1274.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jaehyunp312's solution](#)

1275.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[jaehyunp312's solution](#)

1276.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[jaehyunp312's solution](#)

1277.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[jaehyunp312's solution](#)

1278.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[jaehyunp312's solution](#)

1279.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[jaehyunp312's solution](#)

1280.

1382C2

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

Rating: 1700 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[jaehyunp312's solution](#)

1281.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[jaehyunp312's solution](#)

1282.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jaehyunp312's solution](#)

1283.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[jaehyunp312's solution](#)

1284.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[jaehyunp312's solution](#)

1285.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[jaehyunp312's solution](#)

1286.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[jaehyunp312's solution](#)

1287.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[jaehyunp312's solution](#)

1288.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[jaehyunp312's solution](#)

1289.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[jaehyunp312's solution](#)

1290.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jaehyunp312's solution](#)

1291.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[jaehyunp312's solution](#)

1292.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[jaehyunp312's solution](#)

1293.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[jaehyunp312's solution](#)

1294.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[jaehyunp312's solution](#)

1295.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp
[jaehyunp312's solution](#)

1296.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[jaehyunp312's solution](#)

1297.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers
[jaehyunp312's solution](#)

1298.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[jaehyunp312's solution](#)

1299.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation
[jaehyunp312's solution](#)

1300.

1475D

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

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[jaehyunp312's solution](#)

1301.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[jaehyunp312's solution](#)

1302.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: binary search, number theory
[jaehyunp312's solution](#)

1303.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,397 global accepts · Rating: 1800 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[jaehyunp312's solution](#)

1304.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[jaehyunp312's solution](#)

1305.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[jaehyunp312's solution](#)

1306.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[jaehyunp312's solution](#)

1307.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[jaehyunp312's solution](#)

1308.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[jaehyunp312's solution](#)

1309.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[jaehyunp312's solution](#)

1310.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[jaehyunp312's solution](#)

1311.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[jaehyunp312's solution](#)

1312.

1509C

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

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jaehyunp312's solution](#)

1313.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaehyunp312's solution](#)

1314.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

[jaehyunp312's solution](#)

1315.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[jaehyunp312's solution](#)

1316.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[jaehyunp312's solution](#)

1317.

1679D

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

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[jaehyunp312's solution](#)

1318.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jaehyunp312's solution](#)

1319.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[jaehyunp312's solution](#)

1320.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[jaehyunp312's solution](#)

1321.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[jaehyunp312's solution](#)

1322.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[jaehyunp312's solution](#)

1323.

1661D

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

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[jaehyunp312's solution](#)

1324.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[jaehyunp312's solution](#)

1325.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[jaehyunp312's solution](#)

1326.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

1327.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: *special, brute force, interactive

[jaehyunp312's solution](#)

1328.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[jaehyunp312's solution](#)

1329.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[jaehyunp312's solution](#)

1330.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[jaehyunp312's solution](#)

1331.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[jaehyunp312's solution](#)

1332.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[jaehyunp312's solution](#)

1333.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaehyunp312's solution](#)

1334.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jaehyunp312's solution](#)

1335.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jaehyunp312's solution](#)

1336.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[jaehyunp312's solution](#)

1337.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[jaehyunp312's solution](#)

1338.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[jaehyunp312's solution](#)

1339.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[jaehyunp312's solution](#)

1340.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[jaehyunp312's solution](#)

1341.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[jaehyunp312's solution](#)

1342.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[jaehyunp312's solution](#)

1343.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[jaehyunp312's solution](#)

1344.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[jaehyunp312's solution](#)

1345.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[jaehyunp312's solution](#)

1346.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[jaehyunp312's solution](#)

1347.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jaehyunp312's solution](#)

1348.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jaehyunp312's solution](#)

1349.

1674G

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[jaehyunp312's solution](#)

1350.

1674E

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

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[jaehyunp312's solution](#)

1351.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[jaehyunp312's solution](#)

1352.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[jaehyunp312's solution](#)

1353.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[jaehyunp312's solution](#)

1354.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[jaehyunp312's solution](#)

1355.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[jaehyunp312's solution](#)

1356.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jaehyunp312's solution](#)

1357.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,540 global accepts · Rating: 2000 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings
[jaehyunp312's solution](#)

1358.

609D

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

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[jaehyunp312's solution](#)

1359.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[jaehyunp312's solution](#)

1360.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[jaehyunp312's solution](#)

1361.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[jaehyunp312's solution](#)

1362.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[jaehyunp312's solution](#)

1363.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[jaehyunp312's solution](#)

1364.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[jaehyunp312's solution](#)

1365.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-07-09 · Python 3 (first AC) · Tags: math
[jaehyunp312's solution](#)

1366.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[jaehyunp312's solution](#)

1367.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[jaehyunp312's solution](#)

1368.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[jaehyunp312's solution](#)

1369.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[jaehyunp312's solution](#)

1370.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[jaehyunp312's solution](#)

1371.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[jaehyunp312's solution](#)

1372.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaehyunp312's solution](#)

1373.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[jaehyunp312's solution](#)

1374.

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[jaehyunp312's solution](#)

1375.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[jaehyunp312's solution](#)

1376.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[jaehyunp312's solution](#)

1377.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[jaehyunp312's solution](#)

1378.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[jaehyunp312's solution](#)

1379.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[jaehyunp312's solution](#)

1380.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[jaehyunp312's solution](#)

1381.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices
[jaehyunp312's solution](#)

1382.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games
[jaehyunp312's solution](#)

1383.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[jaehyunp312's solution](#)

1384.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees
[jaehyunp312's solution](#)

1385.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-05-14 · PyPy 3-64 (first AC) · Tags: data structures, math
[jaehyunp312's solution](#)

1386.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[jaehyunp312's solution](#)

1387.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[jaehyunp312's solution](#)

1388.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[jaehyunp312's solution](#)

1389.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[jaehyunp312's solution](#)

1390.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[jaehyunp312's solution](#)

1391.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[jaehyunp312's solution](#)

1392.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[jaehyunp312's solution](#)

1393.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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1394.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

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1395.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

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1396.

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[jaehyunp312's solution](#)

1397.

768D

[Jon and Orbs · Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[jaehyunp312's solution](#)

1398.

965E

[Short Code · Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[jaehyunp312's solution](#)

1399.

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[jaehyunp312's solution](#)

1400.

2035E

[Monster · Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[jaehyunp312's solution](#)

1401.

1928E

[Modular Sequence · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[jaehyunp312's solution](#)

1402.

1699D

[Almost Triple Deletions · Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[jaehyunp312's solution](#)

1403.

1675G

[Sorting Pancakes · Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaehyunp312's solution](#)

1404.

1245E

[Hyakugoku and Ladders · Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[jaehyunp312's solution](#)

1405.

1245F

[Daniel and Spring Cleaning · Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[jaehyunp312's solution](#)

1406.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[jaehyunp312's solution](#)

1407.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[jaehyunp312's solution](#)

1408.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[jaehyunp312's solution](#)

1409.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[jaehyunp312's solution](#)

1410.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities
[jaehyunp312's solution](#)

1411.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[jaehyunp312's solution](#)

1412.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[jaehyunp312's solution](#)

1413.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[jaehyunp312's solution](#)

1414.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[jaehyunp312's solution](#)

1415.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math
[jaehyunp312's solution](#)

1416.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[jaehyunp312's solution](#)

1417.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[jaehyunp312's solution](#)

1418.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[jaehyunp312's solution](#)

1419.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[jaehyunp312's solution](#)

1420.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[jaehyunp312's solution](#)

1421.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[jaehyunp312's solution](#)

1422.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[jaehyunp312's solution](#)

1423.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[jaehyunp312's solution](#)

1424.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[jaehyunp312's solution](#)

1425.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[jaehyunp312's solution](#)

1426.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[jaehyunp312's solution](#)

1427.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[jaehyunp312's solution](#)

1428.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[jaehyunp312's solution](#)

1429.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[jaehyunp312's solution](#)

1430.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[jaehyunp312's solution](#)

1431.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[jaehyunp312's solution](#)

1432.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[jaehyunp312's solution](#)

1433.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[jaehyunp312's solution](#)

1434.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[jaehyunp312's solution](#)

1435.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[jaehyunp312's solution](#)

1436.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[jaehyunp312's solution](#)

1437.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jaehyunp312's solution](#)

1438.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[jaehyunp312's solution](#)

1439.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees
[jaehyunp312's solution](#)

1440.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math
[jaehyunp312's solution](#)