

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

<https://cfelitetracker.vercel.app>

# Unique solved — joww

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

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

Filters: none

Count: 931

- 1.**  
2204B  
[Right Maximum](#) · [Tutorial](#)  
Quality: 19,545 global accepts · Rating: 800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[joww's solution](#)
- 2.**  
2204A  
[Passing the Ball](#) · [Tutorial](#)  
Quality: 21,748 global accepts · Rating: 800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[joww's solution](#)
- 3.**  
2145A  
[Candies for Nephews](#) · [Tutorial](#)  
Quality: 30,759 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math  
[joww's solution](#)
- 4.**  
2025A  
[Two Screens](#) · [Tutorial](#)  
Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers  
[joww's solution](#)
- 5.**  
2020A  
[Find Minimum Operations](#) · [Tutorial](#)  
Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory  
[joww's solution](#)
- 6.**  
1974B  
[Symmetric Encoding](#) · [Tutorial](#)  
Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings  
[joww's solution](#)
- 7.**  
1974A  
[Phone Desktop](#) · [Tutorial](#)  
Quality: 37,920 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[joww's solution](#)
- 8.**  
1971B  
[Different String](#) · [Tutorial](#)  
Quality: 44,712 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[joww's solution](#)
- 9.**  
1971A  
[My First Sorting Problem](#) · [Tutorial](#)  
Quality: 59,491 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[joww's solution](#)

**10.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[joww's solution](#)

**11.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[joww's solution](#)

**12.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,216 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[joww's solution](#)

**13.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,451 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[joww's solution](#)

**14.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[joww's solution](#)

**15.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[joww's solution](#)

**16.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[joww's solution](#)

**17.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[joww's solution](#)

**18.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[joww's solution](#)

**19.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[joww's solution](#)

**20.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,963 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[joww's solution](#)

**21.**

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[joww's solution](#)

**22.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[joww's solution](#)

**23.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[joww's solution](#)

**24.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[joww's solution](#)

**25.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[joww's solution](#)

**26.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**27.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation  
[joww's solution](#)

**28.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,356 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation  
[joww's solution](#)

**29.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,799 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation  
[joww's solution](#)

**30.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**31.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

**32.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[joww's solution](#)

**33.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,101 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[joww's solution](#)

**34.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,311 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**35.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[joww's solution](#)

**36.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[joww's solution](#)

**37.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[joww's solution](#)

**38.**

1891A

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

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

[joww's solution](#)

**39.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[joww's solution](#)

**40.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[joww's solution](#)

**41.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,749 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[joww's solution](#)

**42.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,322 global accepts · Rating: 800 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: brute force, strings

[joww's solution](#)

**43.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[joww's solution](#)

**44.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[joww's solution](#)

**45.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,997 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[joww's solution](#)

**46.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,694 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[joww's solution](#)

**47.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,395 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[joww's solution](#)

**48.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

**49.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,675 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[joww's solution](#)

**50.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[joww's solution](#)

**51.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[joww's solution](#)

**52.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

**53.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[joww's solution](#)

**54.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,991 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[joww's solution](#)

**55.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,347 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[joww's solution](#)

**56.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,410 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[joww's solution](#)

**57.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,924 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**58.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[joww's solution](#)

**59.**

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[joww's solution](#)

**60.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[joww's solution](#)

**61.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[joww's solution](#)

**62.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,114 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[joww's solution](#)

**63.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,171 global accepts · Rating: 800 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: implementation, two pointers

[joww's solution](#)

- 64.**  
1791B  
[Following Directions](#) · [Tutorial](#)  
Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: geometry, implementation  
[joww's solution](#)
- 65.**  
1791A  
[Codeforces Checking](#) · [Tutorial](#)  
Quality: 80,615 global accepts · Rating: 800 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[joww's solution](#)
- 66.**  
1851B  
[Parity Sort](#) · [Tutorial](#)  
Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[joww's solution](#)
- 67.**  
1851A  
[Escalator Conversations](#) · [Tutorial](#)  
Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[joww's solution](#)
- 68.**  
1850C  
[Word on the Paper](#) · [Tutorial](#)  
Quality: 53,544 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[joww's solution](#)
- 69.**  
1850B  
[Ten Words of Wisdom](#) · [Tutorial](#)  
Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[joww's solution](#)
- 70.**  
1850A  
[To My Critics](#) · [Tutorial](#)  
Quality: 74,206 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[joww's solution](#)
- 71.**  
1805B  
[The String Has a Target](#) · [Tutorial](#)  
Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[joww's solution](#)
- 72.**  
1805A  
[We Need the Zero](#) · [Tutorial](#)  
Quality: 41,933 global accepts · Rating: 800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
[joww's solution](#)
- 73.**  
1844A  
[Subtraction Game](#) · [Tutorial](#)  
Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[joww's solution](#)
- 74.**  
1846B  
[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)  
Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[joww's solution](#)

**75.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[joww's solution](#)

**76.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[joww's solution](#)

**77.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**78.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**79.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings  
[joww's solution](#)

**80.**

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,840 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**81.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**82.**

1845A

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

Quality: 47,349 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[joww's solution](#)

**83.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,877 global accepts · Rating: 800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[joww's solution](#)

**84.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[joww's solution](#)

**85.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[joww's solution](#)

86.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[joww's solution](#)

87.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[joww's solution](#)

88.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[joww's solution](#)

89.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[joww's solution](#)

90.

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[joww's solution](#)

91.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[joww's solution](#)

92.

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[joww's solution](#)

93.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

94.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,803 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[joww's solution](#)

95.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

96.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,052 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[joww's solution](#)

**97.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[joww's solution](#)

**98.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[joww's solution](#)

**99.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**100.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,894 global accepts · Rating: 800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**101.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,083 global accepts · Rating: 800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[joww's solution](#)

**102.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[joww's solution](#)

**103.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation  
[joww's solution](#)

**104.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,034 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**105.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,696 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[joww's solution](#)

**106.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[joww's solution](#)

**107.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,351 global accepts · Rating: 800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[joww's solution](#)

**108.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,719 global accepts · Rating: 800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[joww's solution](#)

**109.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[joww's solution](#)

**110.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[joww's solution](#)

**111.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[joww's solution](#)

**112.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[joww's solution](#)

**113.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[joww's solution](#)

**114.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: strings

[joww's solution](#)

**115.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,580 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[joww's solution](#)

**116.**

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[joww's solution](#)

**117.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[joww's solution](#)

**118.**

1789A

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

Quality: 32,972 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[joww's solution](#)

**119.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[joww's solution](#)

**120.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**121.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,997 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[joww's solution](#)

**122.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers  
[joww's solution](#)

**123.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[joww's solution](#)

**124.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
[joww's solution](#)

**125.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**126.**

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings  
[joww's solution](#)

**127.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**128.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[joww's solution](#)

**129.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[joww's solution](#)

**130.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**131.**

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**132.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[joww's solution](#)

**133.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[joww's solution](#)

**134.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[joww's solution](#)

**135.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory  
[joww's solution](#)

**136.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[joww's solution](#)

**137.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[joww's solution](#)

**138.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math  
[joww's solution](#)

**139.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[joww's solution](#)

**140.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[joww's solution](#)

**141.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math  
[joww's solution](#)

**142.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[joww's solution](#)

**143.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**144.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,100 global accepts · Rating: 800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[joww's solution](#)

**145.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,431 global accepts · Rating: 800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**146.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,016 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**147.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[joww's solution](#)

**148.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**149.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[joww's solution](#)

**150.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**151.**

1783A

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

Quality: 48,721 global accepts · Rating: 800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[joww's solution](#)

**152.**

1775A1

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

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

[joww's solution](#)

**153.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[joww's solution](#)

**154.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[joww's solution](#)

**155.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[joww's solution](#)

**156.**

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[joww's solution](#)

**157.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,015 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[joww's solution](#)

**158.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[joww's solution](#)

**159.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[joww's solution](#)

**160.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[joww's solution](#)

**161.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[joww's solution](#)

**162.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math  
[joww's solution](#)

**163.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[joww's solution](#)

**164.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[joww's solution](#)

**165.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[joww's solution](#)

**166.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings  
[joww's solution](#)

**167.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory  
[joww's solution](#)

**168.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[joww's solution](#)

**169.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[joww's solution](#)

**170.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[joww's solution](#)

**171.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[joww's solution](#)

**172.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[joww's solution](#)

**173.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[joww's solution](#)

**174.**

1719B

[Mathematical Circus](#) · [Tutorial](#)

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

**175.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,822 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[joww's solution](#)

**176.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[joww's solution](#)

**177.**

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[joww's solution](#)

**178.**

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[joww's solution](#)

**179.**

1716B

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

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

[joww's solution](#)

**180.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[joww's solution](#)

**181.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[joww's solution](#)

**182.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[joww's solution](#)

**183.**

1704A

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

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

[joww's solution](#)

**184.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[joww's solution](#)

**185.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[joww's solution](#)

**186.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[joww's solution](#)

**187.**

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[joww's solution](#)

**188.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,840 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[joww's solution](#)

**189.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,174 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[joww's solution](#)

**190.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,242 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[joww's solution](#)

**191.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,306 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[joww's solution](#)

**192.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[joww's solution](#)

**193.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[joww's solution](#)

**194.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[joww's solution](#)

**195.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[joww's solution](#)

**196.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[joww's solution](#)

**197.**

1690A

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

Quality: 35,632 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[joww's solution](#)

**198.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings  
[joww's solution](#)

**199.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[joww's solution](#)

**200.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[joww's solution](#)

**201.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[joww's solution](#)

**202.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[joww's solution](#)

**203.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[joww's solution](#)

**204.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[joww's solution](#)

**205.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[joww's solution](#)

**206.**

1927B

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

Quality: 38,133 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[joww's solution](#)

**207.**

1918B

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

Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[joww's solution](#)

**208.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**209.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[joww's solution](#)

**210.**

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[joww's solution](#)

**211.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,709 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[joww's solution](#)

**212.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,650 global accepts · Rating: 900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[joww's solution](#)

**213.**

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[joww's solution](#)

**214.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[joww's solution](#)

**215.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[joww's solution](#)

**216.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,814 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[joww's solution](#)

**217.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[joww's solution](#)

**218.**

1837B

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

Quality: 50,101 global accepts · Rating: 900 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[joww's solution](#)

**219.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[joww's solution](#)

**220.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,308 global accepts · Rating: 900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[joww's solution](#)

**221.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[joww's solution](#)

**222.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,762 global accepts · Rating: 900 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[joww's solution](#)

**223.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[joww's solution](#)

**224.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,873 global accepts · Rating: 900 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[joww's solution](#)

**225.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,692 global accepts · Rating: 900 · first AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: implementation

[joww's solution](#)

**226.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[joww's solution](#)

**227.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[joww's solution](#)

**228.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,169 global accepts · Rating: 900 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[joww's solution](#)

**229.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[joww's solution](#)

**230.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,957 global accepts · Rating: 900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[joww's solution](#)

**231.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[joww's solution](#)

**232.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[joww's solution](#)

**233.**

1775A2

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

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

[joww's solution](#)

**234.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

**235.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**236.**

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[joww's solution](#)

**237.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[joww's solution](#)

**238.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,262 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[joww's solution](#)

**239.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[joww's solution](#)

**240.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[joww's solution](#)

**241.**

1714A

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

Quality: 32,897 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[joww's solution](#)

**242.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[joww's solution](#)

**243.**

1705B

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

Quality: 25,451 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[joww's solution](#)

**244.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,400 global accepts · Rating: 1000 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[joww's solution](#)

**245.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,551 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[joww's solution](#)

**246.**

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[joww's solution](#)

**247.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[joww's solution](#)

**248.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[joww's solution](#)

**249.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[joww's solution](#)

**250.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[joww's solution](#)

**251.**

1876A

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

Quality: 34,921 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[joww's solution](#)

**252.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[joww's solution](#)

**253.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[joww's solution](#)

**254.**

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,903 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[joww's solution](#)

**255.**

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[joww's solution](#)

**256.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,376 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[joww's solution](#)

**257.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,270 global accepts · Rating: 1000 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings  
[joww's solution](#)

**258.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[joww's solution](#)

**259.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**260.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers  
[joww's solution](#)

**261.**

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**262.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[joww's solution](#)

**263.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[joww's solution](#)

**264.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,145 global accepts · Rating: 1000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, shortest paths  
[joww's solution](#)

**265.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[joww's solution](#)

**266.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**267.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,574 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers  
[joww's solution](#)

**268.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**269.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[joww's solution](#)

**270.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[joww's solution](#)

**271.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[joww's solution](#)

**272.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[joww's solution](#)

**273.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2023-01-31 · last AC: 2023-01-31 · PyPy 3 (first AC) · Tags: math  
[joww's solution](#)

**274.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**275.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,314 global accepts · Rating: 1000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[joww's solution](#)

**276.**

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[joww's solution](#)

**277.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[joww's solution](#)

**278.**

1782B

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

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

[joww's solution](#)

**279.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[joww's solution](#)

**280.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[joww's solution](#)

**281.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[joww's solution](#)

**282.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[joww's solution](#)

**283.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[joww's solution](#)

**284.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,296 global accepts · Rating: 1000 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[joww's solution](#)

**285.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[joww's solution](#)

**286.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,609 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[joww's solution](#)

**287.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[joww's solution](#)

**288.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[joww's solution](#)

**289.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[joww's solution](#)

**290.**

1690D

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

Quality: 47,033 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[joww's solution](#)

**291.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[joww's solution](#)

**292.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory  
[joww's solution](#)

**293.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[joww's solution](#)

**294.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[joww's solution](#)

**295.**

1917B

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

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[joww's solution](#)

**296.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy  
[joww's solution](#)

**297.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**298.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[joww's solution](#)

**299.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[joww's solution](#)

**300.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,461 global accepts · Rating: 1100 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings  
[joww's solution](#)

**301.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings  
[joww's solution](#)

**302.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[joww's solution](#)

**303.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[joww's solution](#)

**304.**

1791G1

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

Quality: 33,919 global accepts · Rating: 1100 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[joww's solution](#)

**305.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,287 global accepts · Rating: 1100 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings  
[joww's solution](#)

**306.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math  
[joww's solution](#)

**307.**

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[joww's solution](#)

**308.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**309.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,012 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers  
[joww's solution](#)

**310.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**311.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[joww's solution](#)

**312.**

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers  
[joww's solution](#)

**313.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math  
[joww's solution](#)

**314.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[joww's solution](#)

**315.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,495 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers  
[joww's solution](#)

**316.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[joww's solution](#)

**317.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,630 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[joww's solution](#)

**318.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,168 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[joww's solution](#)

**319.**

1807G2

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

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[joww's solution](#)

### 320.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[joww's solution](#)

### 321.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,615 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[joww's solution](#)

### 322.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 1100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[joww's solution](#)

### 323.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

### 324.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[joww's solution](#)

### 325.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[joww's solution](#)

### 326.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[joww's solution](#)

### 327.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[joww's solution](#)

### 328.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[joww's solution](#)

### 329.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number

theory

[joww's solution](#)

**330.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[joww's solution](#)

**331.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[joww's solution](#)

**332.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**333.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

**334.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[joww's solution](#)

**335.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[joww's solution](#)

**336.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[joww's solution](#)

**337.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[joww's solution](#)

**338.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[joww's solution](#)

**339.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[joww's solution](#)

**340.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[joww's solution](#)

**341.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[joww's solution](#)

**342.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[joww's solution](#)

**343.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[joww's solution](#)

**344.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings  
[joww's solution](#)

**345.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[joww's solution](#)

**346.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,282 global accepts · Rating: 1200 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[joww's solution](#)

**347.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[joww's solution](#)

**348.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math  
[joww's solution](#)

**349.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[joww's solution](#)

**350.**

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[joww's solution](#)

**351.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[joww's solution](#)

**352.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,408 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[joww's solution](#)

**353.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math  
[joww's solution](#)

**354.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings  
[joww's solution](#)

**355.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers  
[joww's solution](#)

**356.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[joww's solution](#)

**357.**

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[joww's solution](#)

**358.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[joww's solution](#)

**359.**

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings  
[joww's solution](#)

**360.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,397 global accepts · Rating: 1200 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[joww's solution](#)

**361.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[joww's solution](#)

**362.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[joww's solution](#)

**363.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,348 global accepts · Rating: 1200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings  
[joww's solution](#)

**364.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[joww's solution](#)

**365.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,102 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[joww's solution](#)

**366.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[joww's solution](#)

**367.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,433 global accepts · Rating: 1200 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[joww's solution](#)

**368.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[joww's solution](#)

**369.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: games  
[joww's solution](#)

**370.**

914B

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

Quality: 9,064 global accepts · Rating: 1200 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation  
[joww's solution](#)

**371.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings  
[joww's solution](#)

**372.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[joww's solution](#)

**373.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,793 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[joww's solution](#)

**374.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,586 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[joww's solution](#)

**375.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[joww's solution](#)

**376.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings  
[joww's solution](#)

**377.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers  
[joww's solution](#)

**378.**

1955C

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

Quality: 24,505 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[joww's solution](#)

**379.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[joww's solution](#)

**380.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,629 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[joww's solution](#)

**381.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,179 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[joww's solution](#)

**382.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[joww's solution](#)

**383.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,529 global accepts · Rating: 1300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[joww's solution](#)

**384.**

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[joww's solution](#)

**385.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[joww's solution](#)

**386.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,150 global accepts · Rating: 1300 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[joww's solution](#)

**387.**

1881D

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

Quality: 28,434 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[joww's solution](#)

**388.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,438 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[joww's solution](#)

**389.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[joww's solution](#)

**390.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[joww's solution](#)

**391.**

1879C

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

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy  
[joww's solution](#)

**392.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[joww's solution](#)

**393.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees  
[joww's solution](#)

**394.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[joww's solution](#)

**395.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[joww's solution](#)

**396.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math  
[joww's solution](#)

**397.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[joww's solution](#)

**398.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[joww's solution](#)

**399.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees  
[joww's solution](#)

**400.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[joww's solution](#)

**401.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[joww's solution](#)

## 402.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[joww's solution](#)

## 403.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[joww's solution](#)

## 404.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[joww's solution](#)

## 405.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,775 global accepts · Rating: 1300 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[joww's solution](#)

## 406.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[joww's solution](#)

## 407.

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[joww's solution](#)

## 408.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[joww's solution](#)

## 409.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[joww's solution](#)

## 410.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[joww's solution](#)

## 411.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**412.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[joww's solution](#)

**413.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**414.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[joww's solution](#)

**415.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[joww's solution](#)

**416.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[joww's solution](#)

**417.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[joww's solution](#)

**418.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[joww's solution](#)

**419.**

1703F

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

Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[joww's solution](#)

**420.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 1400 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[joww's solution](#)

**421.**

1901C

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

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · last AC: 2024-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[joww's solution](#)

**422.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[joww's solution](#)

**423.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[joww's solution](#)

**424.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[joww's solution](#)

**425.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[joww's solution](#)

**426.**

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[joww's solution](#)

**427.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[joww's solution](#)

**428.**

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[joww's solution](#)

**429.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[joww's solution](#)

**430.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[joww's solution](#)

**431.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[joww's solution](#)

**432.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[joww's solution](#)

**433.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[joww's solution](#)

**434.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,321 global accepts · Rating: 1400 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[joww's solution](#)

**435.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[joww's solution](#)

**436.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[joww's solution](#)

**437.**

1854A1

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

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

[joww's solution](#)

**438.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[joww's solution](#)

**439.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[joww's solution](#)

**440.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[joww's solution](#)

**441.**

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: math, number theory

[joww's solution](#)

**442.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[joww's solution](#)

**443.**

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[joww's solution](#)

**444.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings  
[joww's solution](#)

**445.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[joww's solution](#)

**446.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[joww's solution](#)

**447.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[joww's solution](#)

**448.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[joww's solution](#)

**449.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings  
[joww's solution](#)

**450.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[joww's solution](#)

**451.**

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[joww's solution](#)

**452.**

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[joww's solution](#)

**453.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[joww's solution](#)

**454.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

**455.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[joww's solution](#)

**456.**

1771B

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

Quality: 21,333 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[joww's solution](#)

**457.**

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[joww's solution](#)

**458.**

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[joww's solution](#)

**459.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[joww's solution](#)

**460.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[joww's solution](#)

**461.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[joww's solution](#)

**462.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[joww's solution](#)

**463.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[joww's solution](#)

**464.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[joww's solution](#)

**465.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[joww's solution](#)

**466.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[joww's solution](#)

**467.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[joww's solution](#)

**468.**

1701C

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

Quality: 23,843 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[joww's solution](#)

**469.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**470.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[joww's solution](#)

**471.**

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[joww's solution](#)

**472.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[joww's solution](#)

**473.**

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**474.**

1891C

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

Quality: 20,355 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[joww's solution](#)

**475.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[joww's solution](#)

**476.**

1876B

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

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

[joww's solution](#)

**477.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[joww's solution](#)

**478.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[joww's solution](#)

**479.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,843 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[joww's solution](#)

**480.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[joww's solution](#)

**481.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures

[joww's solution](#)

**482.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings  
[joww's solution](#)

**483.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings  
[joww's solution](#)

**484.**

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[joww's solution](#)

**485.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory  
[joww's solution](#)

**486.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[joww's solution](#)

**487.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation  
[joww's solution](#)

**488.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,271 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings  
[joww's solution](#)

**489.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math  
[joww's solution](#)

**490.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation  
[joww's solution](#)

**491.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games  
[joww's solution](#)

**492.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[joww's solution](#)

**493.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[joww's solution](#)

**494.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**495.**

1767D

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**496.**

1765N

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**497.**

1765K

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**498.**

1759E

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**499.**

1740D

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**500.**

1732D1

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**501.**

1754C2

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**502.**

1593E

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**503.**

1946C

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**504.**

1928C

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**505.**

1921E

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**506.**

1907E

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**507.**

1886C

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**508.**

1878D

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**509.**

1861C

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1862E

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**511.**

1857F

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**512.**

1856C

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**513.**

1849C

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**514.**

1006E

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**515.**

1811D

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**516.**

1843E

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**517.**

1741E

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**518.**

1840E

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**519.**

1B

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1833E

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**521.**

1175B

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**522.**

1829G

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1822E

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**524.**

1797C

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**525.**

1796C

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**526.**

1795D

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**527.**

1689C

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**528.**

1698D

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**529.**

1707A

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**530.**

1778C

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**531.**

1787C

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**532.**

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**533.**

1748C

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**534.**

1774D

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**535.**

1782C

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**536.**

1775C

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**537.**

1779C

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1771C

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1766D

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**540.**

1754D

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**541.**

1714D

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1688D

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1202B

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**544.**

1955E

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**545.**

1950F

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1945E

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1930C

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**548.**

1931F

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**549.**

1901D

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1898C

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**551.**

1893B

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**552.**

1692H

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**553.**

126B

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1881F

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1873H

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1879D

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**558.**

1760G

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**562.**

127D

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**563.**

1810D

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1835A

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**565.**

1833F

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**566.**

1176E

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**567.**

1829H

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**568.**

1826D

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**569.**

1807F

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**570.**

1822G1

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**571.**

1822F

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**572.**

1799C

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**573.**

1684D

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**574.**

1699C

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**575.**

1325D

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**576.**

1792D

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**577.**

1333C

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**578.**

1777C

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**579.**

1731D

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**580.**

1731C

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**581.**

1783C

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**582.**

1779D

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**583.**

1770C

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1765D

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1709D

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2204E

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**588.**

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2025D

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**590.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[joww's solution](#)

**591.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[joww's solution](#)

**592.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[joww's solution](#)

**593.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[joww's solution](#)

**594.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[joww's solution](#)

**595.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[joww's solution](#)

**596.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[joww's solution](#)

**597.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[joww's solution](#)

**598.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[joww's solution](#)

**599.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[joww's solution](#)

**600.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[joww's solution](#)

**601.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[joww's solution](#)

**602.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory  
[joww's solution](#)

**603.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[joww's solution](#)

**604.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,003 global accepts · Rating: 1800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[joww's solution](#)

**605.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[joww's solution](#)

**606.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math  
[joww's solution](#)

**607.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[joww's solution](#)

**608.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[joww's solution](#)

**609.**

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[joww's solution](#)

**610.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers  
[joww's solution](#)

**611.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings  
[joww's solution](#)

**612.**

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[joww's solution](#)

**613.**

1833G

[Ksyusha and Chinchilla · Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[joww's solution](#)

**614.**

1176D

[Recover it! · Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[joww's solution](#)

**615.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\) · Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[joww's solution](#)

**616.**

1793D

[Moscow Gorillas · Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[joww's solution](#)

**617.**

1780D

[Bit Guessing Game · Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[joww's solution](#)

**618.**

1691D

[Max GEQ Sum · Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[joww's solution](#)

**619.**

1782D

[Many Perfect Squares · Tutorial](#)

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

[joww's solution](#)

**620.**

1775D

[Friendly Spiders · Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[joww's solution](#)

**621.**

1768D

[Lucky Permutation · Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[joww's solution](#)

**622.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[joww's solution](#)

**623.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[joww's solution](#)

**624.**

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[joww's solution](#)

**625.**

1719D1

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

Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[joww's solution](#)

**626.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[joww's solution](#)

**627.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[joww's solution](#)

**628.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[joww's solution](#)

**629.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[joww's solution](#)

**630.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[joww's solution](#)

**631.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[joww's solution](#)

### 632.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[joww's solution](#)

### 633.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[joww's solution](#)

### 634.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[joww's solution](#)

### 635.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[joww's solution](#)

### 636.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[joww's solution](#)

### 637.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[joww's solution](#)

### 638.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[joww's solution](#)

### 639.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[joww's solution](#)

### 640.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[joww's solution](#)

### 641.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[joww's solution](#)

**642.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[joww's solution](#)

**643.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2023-11-15 · Go (first AC) · Tags: implementation, math

[joww's solution](#)

**644.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[joww's solution](#)

**645.**

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[joww's solution](#)

**646.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[joww's solution](#)

**647.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[joww's solution](#)

**648.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[joww's solution](#)

**649.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[joww's solution](#)

**650.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[joww's solution](#)

**651.**

127C

[Hot Bath](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[joww's solution](#)

**652.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[joww's solution](#)

**653.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[joww's solution](#)

**654.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[joww's solution](#)

**655.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[joww's solution](#)

**656.**

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[joww's solution](#)

**657.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[joww's solution](#)

**658.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[joww's solution](#)

**659.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[joww's solution](#)

**660.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[joww's solution](#)

**661.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[joww's solution](#)

**662.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[joww's solution](#)

**663.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[joww's solution](#)

**664.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[joww's solution](#)

**665.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[joww's solution](#)

**666.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[joww's solution](#)

**667.**

1719D2

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

Rating: 1900 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math

[joww's solution](#)

**668.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[joww's solution](#)

**669.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[joww's solution](#)

**670.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[joww's solution](#)

**671.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[joww's solution](#)

**672.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths  
[joww's solution](#)

**673.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[joww's solution](#)

**674.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[joww's solution](#)

**675.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[joww's solution](#)

**676.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[joww's solution](#)

**677.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[joww's solution](#)

**678.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[joww's solution](#)

**679.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings  
[joww's solution](#)

**680.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees  
[joww's solution](#)

**681.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[joww's solution](#)

**682.**

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[joww's solution](#)

**683.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[joww's solution](#)

**684.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

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**685.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[joww's solution](#)

**686.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[joww's solution](#)

**687.**

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[joww's solution](#)

**688.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[joww's solution](#)

**689.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[joww's solution](#)

**690.**

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[joww's solution](#)

**691.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[joww's solution](#)

**692.**

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities  
[joww's solution](#)

**693.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,028 global accepts · Rating: 2100 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings  
[joww's solution](#)

**694.**

609E

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

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[joww's solution](#)

**695.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings  
[joww's solution](#)

**696.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings  
[joww's solution](#)

**697.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation  
[joww's solution](#)

**698.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, matrices  
[joww's solution](#)

**699.**

1886D

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

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

**700.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees  
[joww's solution](#)

**701.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[joww's solution](#)

## 702.

1811F

### [Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation  
[joww's solution](#)

## 703.

1838D

### [Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings  
[joww's solution](#)

## 704.

1810E

### [Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy  
[joww's solution](#)

## 705.

1839D

### [Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[joww's solution](#)

## 706.

1C

### [Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[joww's solution](#)

## 707.

1799D2

### [Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[joww's solution](#)

## 708.

1778D

### [Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[joww's solution](#)

## 709.

1787E

### [The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[joww's solution](#)

## 710.

1271E

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

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math  
[joww's solution](#)

## 711.

1333D

### [Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[joww's solution](#)

**712.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[joww's solution](#)

**713.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[joww's solution](#)

**714.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[joww's solution](#)

**715.**

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[joww's solution](#)

**716.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[joww's solution](#)

**717.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[joww's solution](#)

**718.**

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[joww's solution](#)

**719.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[joww's solution](#)

**720.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[joww's solution](#)

**721.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[joww's solution](#)

**722.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[joww's solution](#)

**723.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[joww's solution](#)

**724.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[joww's solution](#)

**725.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

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

[joww's solution](#)

**726.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[joww's solution](#)

**727.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[joww's solution](#)

**728.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[joww's solution](#)

**729.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[joww's solution](#)

**730.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[joww's solution](#)

**731.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[joww's solution](#)

**732.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[joww's solution](#)

**733.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[joww's solution](#)

**734.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[joww's solution](#)

**735.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[joww's solution](#)

**736.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · PyPy 3-64 (first AC) · Tags: dp, graphs, math, number theory

[joww's solution](#)

**737.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[joww's solution](#)

**738.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[joww's solution](#)

**739.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[joww's solution](#)

**740.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[joww's solution](#)

**741.**

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[joww's solution](#)

**742.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings

[joww's solution](#)

**743.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[joww's solution](#)

**744.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[joww's solution](#)

**745.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[joww's solution](#)

**746.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[joww's solution](#)

**747.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[joww's solution](#)

**748.**

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[joww's solution](#)

**749.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[joww's solution](#)

**750.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[joww's solution](#)

**751.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[joww's solution](#)

**752.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[joww's solution](#)

**753.**

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[joww's solution](#)

**754.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[joww's solution](#)

**755.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[joww's solution](#)

**756.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[joww's solution](#)

**757.**

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[joww's solution](#)

**758.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[joww's solution](#)

**759.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[joww's solution](#)

**760.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[joww's solution](#)

**761.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2026-04-06 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[joww's solution](#)

**762.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[joww's solution](#)

**763.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[joww's solution](#)

**764.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[joww's solution](#)

**765.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[joww's solution](#)

**766.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[joww's solution](#)

**767.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

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**768.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[joww's solution](#)

**769.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[joww's solution](#)

**770.**

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[joww's solution](#)

**771.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

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**772.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[joww's solution](#)

**773.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[joww's solution](#)

**774.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[joww's solution](#)

**775.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[joww's solution](#)

**776.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[joww's solution](#)

**777.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[joww's solution](#)

**778.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[joww's solution](#)

**779.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[joww's solution](#)

**780.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp,

number theory

[joww's solution](#)

**781.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[joww's solution](#)

**782.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[joww's solution](#)

**783.**

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[joww's solution](#)

**784.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[joww's solution](#)

**785.**

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-17 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[joww's solution](#)

**786.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[joww's solution](#)

**787.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[joww's solution](#)

**788.**

1891E

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

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[joww's solution](#)

**789.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[joww's solution](#)

**790.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[joww's solution](#)

**791.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[joww's solution](#)

**792.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[joww's solution](#)

**793.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[joww's solution](#)

**794.**

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-09-06 · last AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[joww's solution](#)

**795.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[joww's solution](#)

**796.**

896C

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

Quality: 4,439 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[joww's solution](#)

**797.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[joww's solution](#)

**798.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[joww's solution](#)

**799.**

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[joww's solution](#)

**800.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[joww's solution](#)

**801.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[joww's solution](#)

**802.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[joww's solution](#)

**803.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[joww's solution](#)

**804.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[joww's solution](#)

**805.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[joww's solution](#)

**806.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[joww's solution](#)

**807.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[joww's solution](#)

**808.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[joww's solution](#)

**809.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[joww's solution](#)

**810.**

1952J

[Help, what does it mean to be "Based" · Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[joww's solution](#)

**811.**

1952D

[Are You a Procrastinator? · Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: \*special, implementation

[joww's solution](#)

**812.**

1952C

[They Have Fooled · Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, schedules

[joww's solution](#)

**813.**

1952A

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

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: \*special, strings

[joww's solution](#)

**814.**

1952F

[Grid · Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force

[joww's solution](#)

**815.**

1952B

[Is it stated? · Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[joww's solution](#)

**816.**

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-03-30 · last AC: 2024-03-30 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[joww's solution](#)

**817.**

102460L

[Largest Quadrilateral · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**818.**

102460E

[The League of Sequence Designers · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**819.**

102460A

[Rush Hour Puzzle · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**820.**

102460J

[Automatic Control Machine · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**821.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**822.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**823.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**824.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**825.**

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**826.**

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**827.**

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**828.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**829.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**830.**

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**831.**

104172L

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**832.**

104172E

[Goose, Goose, DUCK? · Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**833.**

104172F

[Sum of Numbers · Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**834.**

104172A

[TreeScript · Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**835.**

104172K

[Maximum GCD · Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**836.**

104172H

[Another Goose Goose Duck Problem · Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**837.**

104015M

[The Sum of Good Numbers · Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**838.**

104015L

[RBS · Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**839.**

104015G

[Training Session · Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**840.**

104015K

[Staircases · Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**841.**

104015J

[Replacing Letters · Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**842.**

104015H

[Colored Balls · Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**843.**

104015I

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**844.**

104015F

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**845.**

104015E

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**846.**

104015D

[Rectangle Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**847.**

104015C

[Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**848.**

104015B

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**849.**

104015A

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**850.**

101350E

[Competitive Seagulls](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**851.**

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**852.**

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**853.**

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**854.**

104282J

[Disjoint-Set-Union Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**855.**

104282L

[Auto Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**856.**

104282G

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**857.**

104282H

[Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**858.**

104282F

[Crazy Thursday, V me 50!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**859.**

104282E

[XOR on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**860.**

104282M

[Jubei and Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**861.**

104282D

[Add 9 Zeros !a](#)[Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**862.**

104282C

[Genshin Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**863.**

104282B

[Emoji Master BSQ](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**864.**

104282A

[Zawei The Rock](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**865.**

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**866.**

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**867.**

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: —

[joww's solution](#)

**868.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**869.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**870.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**871.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**872.**

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**873.**

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**874.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: —

[joww's solution](#)

**875.**

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**876.**

104303B

[TjebSyh](#)

Rating: — · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**877.**

104303I

[\žŃv, žłoplis](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**878.**

104303J

[~Autorial](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[joww's solution](#)

**879.**

104303H

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**906.**

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**907.**

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**908.**

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**909.**

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**912.**

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**913.**

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**914.**

104077F

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**915.**

104077C

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**916.**

104077J

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**917.**

104090K

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**918.**

104090C

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**919.**

104090A

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**920.**

104090D

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**921.**

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**922.**

103860K

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**923.**

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**924.**

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**925.**

103860A

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**926.**

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**927.**

104008G

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**928.**

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**929.**

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**930.**

104008M

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**931.**

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