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Unique solved — jschmidt

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

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Count: 774

1.

2091B

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2.

2091A

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3.

2072A

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4.

2069A

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5.

1776A

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6.

2020A

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7.

2019A

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8.

2013A

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9.

1919B

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10.

1919A

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11.

1859A

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12.

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13.

1810A

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14.

1783A

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15.

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16.

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17.

1743A

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18.

1709A

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19.

1697A

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20.

1681A

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21.

1696A

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22.

1294A

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23.

1530B

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24.

1530A

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25.

1534A

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26.

1535A

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27.

1527A

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28.

1517A

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29.

1511A

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30.

1491A

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31.

1492A

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32.

1487A

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1474A

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34.

1473A

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35.

1466B

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36.

1466A

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37.

1452C

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38.

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39.

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40.

1450A

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41.

1440A

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42.

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43.

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44.

1360A

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45.

4A

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46.

1437A

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47.

1028A

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48.

1433B

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49.

1433A

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50.

1421A

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51.

1017A

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52.

1430B

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53.

1422A

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54.

1426A

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55.

1417A

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56.

1009A

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57.

1006A

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58.

1005A

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59.

1003A

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60.

1307A

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61.

1405A

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62.

1345A

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63.

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64.

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65.

1367B

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66.

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67.

1374A

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68.

1392A

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69.

1392B

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70.

1398B

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71.

1398A

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72.

1399B

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73.

1399A

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74.

1393A

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75.

1285A

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76.

1385B

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77.

1385A

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78.

1382A

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79.

1372A

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80.

1369A

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81.

1371A

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82.

1353B

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83.

1353A

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84.

712A

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85.

1335A

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86.

1337A

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87.

1305A

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88.

1315A

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89.

1303A

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Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · last AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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90.

1301A

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91.

1300A

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92.

1296A

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93.

1270A

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94.

1249A

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95.

1244A

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96.

1015A

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97.

1223A

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98.

1220A

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99.

1207A

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100.

1191A

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101.

1196A

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102.

802G1

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103.

1180A

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104.

1176A

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[jschmidt's solution](#)

105.

2072B

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106.

2013B

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107.

1764B

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108.

1709B

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109.

1697B

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110.

1613A

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111.

1606A

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112.

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113.

1505A

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114.

1486A

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115.

1440B

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116.

1025A

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117.

975A

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118.

1433C

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119.

1430A

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120.

1427A

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121.

1016A

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122.

1426B

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123.

1420A

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Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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124.

1005B

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125.

1419A

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126.

1004A

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127.

1406A

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128.

1374B

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129.

1380A

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130.

1373B

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131.

1341A

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[jschmidt's solution](#)

132.

1339A

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[jschmidt's solution](#)

133.

1335B

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Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jschmidt's solution](#)

134.

1337B

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135.

1326B

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136.

1272A

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137.

1296B

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138.

1295A

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139.

1282A

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140.

1238A

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141.

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142.

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143.

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144.

1197A

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145.

1841B

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146.

2091C

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147.

1859B

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148.

1785A

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149.

1613B

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150.

1476A

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[jschmidt's solution](#)

151.

1474B

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152.

1473B

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153.

1447B

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154.

1450B

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155.

1027A

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156.

1023B

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157.

1430C

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158.

1419D1

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159.

1418A

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160.

1405B

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161.

1374C

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162.

1395A

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Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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163.

1373A

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164.

1353C

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165.

1359B

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166.

1359A

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167.

1165B

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168.

1342A

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169.

1333A

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170.

1326A

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171.

1293B

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172.

1300B

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173.

1278A

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174.

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175.

1253A

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176.

1256A

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177.

1252A

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178.

1251A

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179.

1249B1

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180.

1244B

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181.

1223B

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182.

1221A

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183.

1203A

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Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-16 · PyPy 3 (first AC) · Tags: implementation

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184.

1197B

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185.

1606B

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186.

1534B

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187.

1511C

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Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[jschmidt's solution](#)

188.

1511B

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Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jschmidt's solution](#)

189.

1492B

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Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

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190.

988B

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Quality: 20,289 global accepts · Rating: 1100 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

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191.

975B

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Quality: 7,110 global accepts · Rating: 1100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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192.

1421B

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193.

1426C

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Quality: 20,545 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

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194.

1417B

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195.

1345B

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Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
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196.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[jschmidt's solution](#)

197.

1382B

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Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[jschmidt's solution](#)

198.

1375A

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Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[jschmidt's solution](#)

199.

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[jschmidt's solution](#)

200.

712B

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Quality: 10,315 global accepts · Rating: 1100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[jschmidt's solution](#)

201.

1165A

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Quality: 14,691 global accepts · Rating: 1100 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jschmidt's solution](#)

202.

1342B

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Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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203.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[jschmidt's solution](#)

204.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jschmidt's solution](#)

205.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jschmidt's solution](#)

206.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jschmidt's solution](#)

207.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[jschmidt's solution](#)

208.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[jschmidt's solution](#)

209.

1288B

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

Quality: 17,781 global accepts · Rating: 1100 · first AC: 2020-01-23 · PyPy 3 (first AC) · Tags: math

[jschmidt's solution](#)

210.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-23 · PyPy 3 (first AC) · Tags: binary search, brute force, math, ternary search

[jschmidt's solution](#)

211.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jschmidt's solution](#)

212.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[jschmidt's solution](#)

213.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-29 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[jschmidt's solution](#)

214.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · PyPy 3 (first AC) · Tags: brute force, math

[jschmidt's solution](#)

215.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2019-08-30 · PyPy 3 (first AC) · Tags: data structures, implementation

[jschmidt's solution](#)

216.

1202A

[You Are Given Two Binary Strings... · Tutorial](#)

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[jschmidt's solution](#)

217.

1176B

[Merge it! · Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: math

[jschmidt's solution](#)

218.

2091D

[Place of the Olympiad · Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[jschmidt's solution](#)

219.

2072C

[Creating Keys for StORages Has Become My Main Skill · Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jschmidt's solution](#)

220.

2069B

[Set of Strangers · Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[jschmidt's solution](#)

221.

2020B

[Brightness Begins · Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jschmidt's solution](#)

222.

2019B

[All Pairs Segments · Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jschmidt's solution](#)

223.

1859C

[Another Permutation Problem · Tutorial](#)

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[jschmidt's solution](#)

224.

1613C

[Poisoned Dagger · Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[jschmidt's solution](#)

225.

1495A

[Diamond Miner · Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[jschmidt's solution](#)

226.

1527B1

[Palindrome Game \(easy version\) · Tutorial](#)

Quality: 34,409 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[jschmidt's solution](#)

227.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[jschmidt's solution](#)

228.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[jschmidt's solution](#)

229.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jschmidt's solution](#)

230.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jschmidt's solution](#)

231.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jschmidt's solution](#)

232.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jschmidt's solution](#)

233.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jschmidt's solution](#)

234.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[jschmidt's solution](#)

235.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jschmidt's solution](#)

236.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[jschmidt's solution](#)

237.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jschmidt's solution](#)

238.

1006C

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

Quality: 25,363 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[jschmidt's solution](#)

239.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jschmidt's solution](#)

240.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[jschmidt's solution](#)

241.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[jschmidt's solution](#)

242.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[jschmidt's solution](#)

243.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jschmidt's solution](#)

244.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jschmidt's solution](#)

245.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[jschmidt's solution](#)

246.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jschmidt's solution](#)

247.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jschmidt's solution](#)

248.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[jschmidt's solution](#)

249.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[jschmidt's solution](#)

250.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[jschmidt's solution](#)

251.

1339B

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

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[jschmidt's solution](#)

252.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[jschmidt's solution](#)

253.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,496 global accepts · Rating: 1200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[jschmidt's solution](#)

254.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[jschmidt's solution](#)

255.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jschmidt's solution](#)

256.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[jschmidt's solution](#)

257.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[jschmidt's solution](#)

258.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jschmidt's solution](#)

259.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2019-10-16 · PyPy 3 (first AC) · Tags: implementation
[jschmidt's solution](#)

260.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-29 · PyPy 3 (first AC) · Tags: binary search, math
[jschmidt's solution](#)

261.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · PyPy 3 (first AC) · Tags: data structures, greedy
[jschmidt's solution](#)

262.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[jschmidt's solution](#)

263.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-29 · PyPy 3 (first AC) · Tags: dp, greedy
[jschmidt's solution](#)

264.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[jschmidt's solution](#)

265.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-19 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math
[jschmidt's solution](#)

266.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-16 · PyPy 3 (first AC) · Tags: greedy, math
[jschmidt's solution](#)

267.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[jschmidt's solution](#)

268.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2019-07-10 · PyPy 3 (first AC) · Tags: greedy, sortings
[jschmidt's solution](#)

269.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers

[jschmidt's solution](#)

270.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jschmidt's solution](#)

271.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[jschmidt's solution](#)

272.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[jschmidt's solution](#)

273.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[jschmidt's solution](#)

274.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[jschmidt's solution](#)

275.

1470A

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

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[jschmidt's solution](#)

276.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[jschmidt's solution](#)

277.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jschmidt's solution](#)

278.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jschmidt's solution](#)

279.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jschmidt's solution](#)

280.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jschmidt's solution](#)

281.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[jschmidt's solution](#)

282.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[jschmidt's solution](#)

283.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jschmidt's solution](#)

284.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jschmidt's solution](#)

285.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[jschmidt's solution](#)

286.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jschmidt's solution](#)

287.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jschmidt's solution](#)

288.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[jschmidt's solution](#)

289.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[jschmidt's solution](#)

290.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jschmidt's solution](#)

291.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[jschmidt's solution](#)

292.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[jschmidt's solution](#)

293.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[jschmidt's solution](#)

294.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jschmidt's solution](#)

295.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jschmidt's solution](#)

296.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jschmidt's solution](#)

297.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[jschmidt's solution](#)

298.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[jschmidt's solution](#)

299.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[jschmidt's solution](#)

300.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[jschmidt's solution](#)

301.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[jschmidt's solution](#)

302.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[jschmidt's solution](#)

303.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-10-02 · PyPy 3 (first AC) · Tags: games, greedy, strings
[jschmidt's solution](#)

304.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-10-02 · PyPy 3 (first AC) · Tags: math, number theory
[jschmidt's solution](#)

305.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · PyPy 3 (first AC) · Tags: binary search, math
[jschmidt's solution](#)

306.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,259 global accepts · Rating: 1300 · first AC: 2019-08-16 · PyPy 3 (first AC) · Tags: implementation, math
[jschmidt's solution](#)

307.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: dp, greedy, implementation
[jschmidt's solution](#)

308.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings
[jschmidt's solution](#)

309.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[jschmidt's solution](#)

310.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[jschmidt's solution](#)

311.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[jschmidt's solution](#)

312.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[jschmidt's solution](#)

313.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[jschmidt's solution](#)

314.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[jschmidt's solution](#)

315.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[jschmidt's solution](#)

316.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[jschmidt's solution](#)

317.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[jschmidt's solution](#)

318.

1452B

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Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
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319.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[jschmidt's solution](#)

320.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search
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321.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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322.

1427B

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Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[jschmidt's solution](#)

323.

1009B

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Quality: 10,721 global accepts · Rating: 1400 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jschmidt's solution](#)

324.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[jschmidt's solution](#)

325.

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-08-17 · Rust (first AC) · Tags: math, sortings, two pointers
[jschmidt's solution](#)

326.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[jschmidt's solution](#)

327.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[jschmidt's solution](#)

328.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[jschmidt's solution](#)

329.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[jschmidt's solution](#)

330.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jschmidt's solution](#)

331.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
[jschmidt's solution](#)

332.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[jschmidt's solution](#)

333.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[jschmidt's solution](#)

334.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-02-12 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jschmidt's solution](#)

335.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[jschmidt's solution](#)

336.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jschmidt's solution](#)

337.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jschmidt's solution](#)

338.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · PyPy 3 (first AC) · Tags: greedy, strings

[jschmidt's solution](#)

339.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · PyPy 3 (first AC) · Tags: brute force, math

[jschmidt's solution](#)

340.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-29 · PyPy 3 (first AC) · Tags: math, number theory

[jschmidt's solution](#)

341.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2019-08-10 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings

[jschmidt's solution](#)

342.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[jschmidt's solution](#)

343.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

constructive algorithms, dp, geometry, greedy, math

[jschmidt's solution](#)

344.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[jschmidt's solution](#)

345.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jschmidt's solution](#)

346.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[jschmidt's solution](#)

347.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[jschmidt's solution](#)

348.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[jschmidt's solution](#)

349.

1486B

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

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[jschmidt's solution](#)

350.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jschmidt's solution](#)

351.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[jschmidt's solution](#)

352.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jschmidt's solution](#)

353.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math,

sortings

[jschmidt's solution](#)

354.

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[jschmidt's solution](#)

355.

1416A

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

Quality: 16,725 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[jschmidt's solution](#)

356.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jschmidt's solution](#)

357.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[jschmidt's solution](#)

358.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[jschmidt's solution](#)

359.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jschmidt's solution](#)

360.

1418C

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

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[jschmidt's solution](#)

361.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[jschmidt's solution](#)

362.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[jschmidt's solution](#)

363.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[jschmidt's solution](#)

364.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[jschmidt's solution](#)

365.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jschmidt's solution](#)

366.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jschmidt's solution](#)

367.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[jschmidt's solution](#)

368.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jschmidt's solution](#)

369.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jschmidt's solution](#)

370.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jschmidt's solution](#)

371.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[jschmidt's solution](#)

372.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[jschmidt's solution](#)

373.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[jschmidt's solution](#)

374.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[jschmidt's solution](#)

375.

1299A

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

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

376.

1300C

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

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jschmidt's solution](#)

377.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[jschmidt's solution](#)

378.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[jschmidt's solution](#)

379.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jschmidt's solution](#)

380.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jschmidt's solution](#)

381.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[jschmidt's solution](#)

382.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[jschmidt's solution](#)

383.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[jschmidt's solution](#)

384.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[jschmidt's solution](#)

385.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[jschmidt's solution](#)

386.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jschmidt's solution](#)

387.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jschmidt's solution](#)

388.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-16 · PyPy 3 (first AC) · Tags: greedy, sortings

[jschmidt's solution](#)

389.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-10 · PyPy 3 (first AC) · Tags: greedy, math

[jschmidt's solution](#)

390.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jschmidt's solution](#)

391.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[jschmidt's solution](#)

392.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[jschmidt's solution](#)

393.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jschmidt's solution](#)

394.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jschmidt's solution](#)

395.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer,

dp, greedy, trees

[jschmidt's solution](#)

396.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[jschmidt's solution](#)

397.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[jschmidt's solution](#)

398.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[jschmidt's solution](#)

399.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jschmidt's solution](#)

400.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jschmidt's solution](#)

401.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[jschmidt's solution](#)

402.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[jschmidt's solution](#)

403.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jschmidt's solution](#)

404.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jschmidt's solution](#)

405.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[jschmidt's solution](#)

406.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[jschmidt's solution](#)

407.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[jschmidt's solution](#)

408.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[jschmidt's solution](#)

409.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[jschmidt's solution](#)

410.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[jschmidt's solution](#)

411.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[jschmidt's solution](#)

412.

1397C

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

Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[jschmidt's solution](#)

413.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[jschmidt's solution](#)

414.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[jschmidt's solution](#)

415.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-08-18 · Rust (first AC) · Tags: data structures, greedy, sortings
[jschmidt's solution](#)

416.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[jschmidt's solution](#)

417.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[jschmidt's solution](#)

418.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[jschmidt's solution](#)

419.

1373D

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Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[jschmidt's solution](#)

420.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[jschmidt's solution](#)

421.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[jschmidt's solution](#)

422.

712C

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

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jschmidt's solution](#)

423.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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424.

1165D

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Quality: 19,724 global accepts · Rating: 1600 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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425.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[jschmidt's solution](#)

426.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[jschmidt's solution](#)

427.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[jschmidt's solution](#)

428.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jschmidt's solution](#)

429.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[jschmidt's solution](#)

430.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[jschmidt's solution](#)

431.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[jschmidt's solution](#)

432.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2020-02-09 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[jschmidt's solution](#)

433.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[jschmidt's solution](#)

434.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[jschmidt's solution](#)

435.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jschmidt's solution](#)

436.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2019-12-22 · PyPy 3 (first AC) · Tags: probabilities

[jschmidt's solution](#)

437.

812B

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

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[jschmidt's solution](#)

438.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[jschmidt's solution](#)

439.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · PyPy 3 (first AC) · Tags: greedy, two pointers
[jschmidt's solution](#)

440.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[jschmidt's solution](#)

441.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-06 · PyPy 3 (first AC) · Tags: greedy, math
[jschmidt's solution](#)

442.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[jschmidt's solution](#)

443.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2019-07-24 · PyPy 3 (first AC) · Tags: implementation, strings
[jschmidt's solution](#)

444.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[jschmidt's solution](#)

445.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths
[jschmidt's solution](#)

446.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths
[jschmidt's solution](#)

447.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
[jschmidt's solution](#)

448.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[jschmidt's solution](#)

449.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math
[jschmidt's solution](#)

450.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive
[jschmidt's solution](#)

451.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[jschmidt's solution](#)

452.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[jschmidt's solution](#)

453.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
[jschmidt's solution](#)

454.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[jschmidt's solution](#)

455.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings
[jschmidt's solution](#)

456.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-31 · last AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[jschmidt's solution](#)

457.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[jschmidt's solution](#)

458.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[jschmidt's solution](#)

459.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[jschmidt's solution](#)

460.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[jschmidt's solution](#)

461.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2020-09-25 · last AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[jschmidt's solution](#)

462.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[jschmidt's solution](#)

463.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[jschmidt's solution](#)

464.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[jschmidt's solution](#)

465.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[jschmidt's solution](#)

466.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[jschmidt's solution](#)

467.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jschmidt's solution](#)

468.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jschmidt's solution](#)

469.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jschmidt's solution](#)

470.

1341D

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

Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[jschmidt's solution](#)

471.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[jschmidt's solution](#)

472.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jschmidt's solution](#)

473.

1315D

[Recommendations](#) · [Tutorial](#)

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

[jschmidt's solution](#)

474.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[jschmidt's solution](#)

475.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[jschmidt's solution](#)

476.

1278C

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Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[jschmidt's solution](#)

477.

1253D

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Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[jschmidt's solution](#)

478.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[jschmidt's solution](#)

479.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[jschmidt's solution](#)

480.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[jschmidt's solution](#)

481.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-08-09 · PyPy 3 (first AC) · Tags: games, math

[jschmidt's solution](#)

482.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[jschmidt's solution](#)

483.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[jschmidt's solution](#)

484.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[jschmidt's solution](#)

485.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[jschmidt's solution](#)

486.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[jschmidt's solution](#)

487.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[jschmidt's solution](#)

488.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[jschmidt's solution](#)

489.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[jschmidt's solution](#)

490.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[jschmidt's solution](#)

491.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jschmidt's solution](#)

492.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[jschmidt's solution](#)

493.

1447D

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

Rating: 1800 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[jschmidt's solution](#)

494.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[jschmidt's solution](#)

495.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[jschmidt's solution](#)

496.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jschmidt's solution](#)

497.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[jschmidt's solution](#)

498.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[jschmidt's solution](#)

499.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jschmidt's solution](#)

500.

1426E

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

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[jschmidt's solution](#)

501.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[jschmidt's solution](#)

502.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jschmidt's solution](#)

503.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[jschmidt's solution](#)

504.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[jschmidt's solution](#)

505.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[jschmidt's solution](#)

506.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[jschmidt's solution](#)

507.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[jschmidt's solution](#)

508.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[jschmidt's solution](#)

509.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[jschmidt's solution](#)

510.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[jschmidt's solution](#)

511.

1299B

[Aerodynamic](#) · [Tutorial](#)

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

[jschmidt's solution](#)

512.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jschmidt's solution](#)

513.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,164 global accepts · Rating: 1800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[jschmidt's solution](#)

514.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[jschmidt's solution](#)

515.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[jschmidt's solution](#)

516.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jschmidt's solution](#)

517.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2019-08-10 · PyPy 3 (first AC) · Tags: greedy

[jschmidt's solution](#)

518.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jschmidt's solution](#)

519.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-08-09 · PyPy 3 (first AC) · Tags: games

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520.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jschmidt's solution](#)

521.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[jschmidt's solution](#)

522.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

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523.

2013D

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[jschmidt's solution](#)

524.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[jschmidt's solution](#)

525.

1697D

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Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[jschmidt's solution](#)

526.

1700D

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Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[jschmidt's solution](#)

527.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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528.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[jschmidt's solution](#)

529.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jschmidt's solution](#)

530.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[jschmidt's solution](#)

531.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[jschmidt's solution](#)

532.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jschmidt's solution](#)

533.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[jschmidt's solution](#)

534.

1421D

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Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[jschmidt's solution](#)

535.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2020-10-15 · last AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[jschmidt's solution](#)

536.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[jschmidt's solution](#)

537.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2020-09-29 · last AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jschmidt's solution](#)

538.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[jschmidt's solution](#)

539.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[jschmidt's solution](#)

540.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-09-01 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[jschmidt's solution](#)

541.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[jschmidt's solution](#)

542.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[jschmidt's solution](#)

543.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[jschmidt's solution](#)

544.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[jschmidt's solution](#)

545.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[jschmidt's solution](#)

546.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[jschmidt's solution](#)

547.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[jschmidt's solution](#)

548.

1265D

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

Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jschmidt's solution](#)

549.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-10 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, strings

[jschmidt's solution](#)

550.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[jschmidt's solution](#)

551.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

[jschmidt's solution](#)

552.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[jschmidt's solution](#)

553.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-28 · PyPy 3 (first AC) · Tags: bitmasks, interactive, math

[jschmidt's solution](#)

554.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-09 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[jschmidt's solution](#)

555.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[jschmidt's solution](#)

556.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[jschmidt's solution](#)

557.

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[jschmidt's solution](#)

558.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[jschmidt's solution](#)

559.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jschmidt's solution](#)

560.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[jschmidt's solution](#)

561.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[jschmidt's solution](#)

562.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[jschmidt's solution](#)

563.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[jschmidt's solution](#)

564.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[jschmidt's solution](#)

565.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[jschmidt's solution](#)

566.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jschmidt's solution](#)

567.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[jschmidt's solution](#)

568.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[jschmidt's solution](#)

569.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[jschmidt's solution](#)

570.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[jschmidt's solution](#)

571.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jschmidt's solution](#)

572.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jschmidt's solution](#)

573.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[jschmidt's solution](#)

574.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[jschmidt's solution](#)

575.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jschmidt's solution](#)

576.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[jschmidt's solution](#)

577.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[jschmidt's solution](#)

578.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jschmidt's solution](#)

579.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[jschmidt's solution](#)

580.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[jschmidt's solution](#)

581.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jschmidt's solution](#)

582.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[jschmidt's solution](#)

583.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · last AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[jschmidt's solution](#)

584.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jschmidt's solution](#)

585.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[jschmidt's solution](#)

586.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[jschmidt's solution](#)

587.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[jschmidt's solution](#)

588.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees

[jschmidt's solution](#)

589.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[jschmidt's solution](#)

590.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[jschmidt's solution](#)

591.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[jschmidt's solution](#)

592.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[jschmidt's solution](#)

593.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[jschmidt's solution](#)

594.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[jschmidt's solution](#)

595.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[jschmidt's solution](#)

596.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[jschmidt's solution](#)

597.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[jschmidt's solution](#)

598.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[jschmidt's solution](#)

599.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[jschmidt's solution](#)

600.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[jschmidt's solution](#)

601.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[jschmidt's solution](#)

602.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[jschmidt's solution](#)

603.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[jschmidt's solution](#)

604.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[jschmidt's solution](#)

605.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[jschmidt's solution](#)

606.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[jschmidt's solution](#)

607.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[jschmidt's solution](#)

608.

1511E

[Coloring and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[jschmidt's solution](#)

609.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[jschmidt's solution](#)

610.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[jschmidt's solution](#)

611.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[jschmidt's solution](#)

612.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees
[jschmidt's solution](#)

613.

988F

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623.

321C

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761.

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