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Unique solved — kalimm

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1428A

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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[kalimm's solution](#)

105.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[kalimm's solution](#)

106.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kalimm's solution](#)

107.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kalimm's solution](#)

108.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[kalimm's solution](#)

109.

1368A

[C++](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[kalimm's solution](#)

110.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[kalimm's solution](#)

111.

1171B

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[kalimm's solution](#)

112.

1171A

[Dice Rolling](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special
[kalimm's solution](#)

113.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[kalimm's solution](#)

114.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[kalimm's solution](#)

115.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[kalimm's solution](#)

116.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kalimm's solution](#)

117.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kalimm's solution](#)

118.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kalimm's solution](#)

119.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[kalimm's solution](#)

120.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kalimm's solution](#)

121.

855A

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

Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[kalimm's solution](#)

122.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

123.

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[kalimm's solution](#)

124.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2013-02-11 · last AC: 2016-10-01 · GNU C++ (first AC) · Tags: *special, implementation

[kalimm's solution](#)

125.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[kalimm's solution](#)

126.

678A

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

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[kalimm's solution](#)

127.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

128.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,542 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[kalimm's solution](#)

129.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,972 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

130.

546A

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

Quality: 235,264 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kalimm's solution](#)

131.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,560 global accepts · Rating: 800 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: implementation, strings

[kalimm's solution](#)

132.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

[kalimm's solution](#)

133.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,173 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

134.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[kalimm's solution](#)

135.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,974 global accepts · Rating: 800 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

136.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-17 · last AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

137.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

138.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2014-06-22 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

139.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,091 global accepts · Rating: 800 · first AC: 2014-06-19 · last AC: 2014-06-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

140.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 800 · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

141.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,962 global accepts · Rating: 800 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

142.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

143.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

144.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

145.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

146.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[kalimm's solution](#)

147.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,454 global accepts · Rating: 800 · first AC: 2013-03-01 · last AC: 2013-08-21 · GNU C (first AC) · Tags: implementation, math

[kalimm's solution](#)

148.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,118 global accepts · Rating: 800 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[kalimm's solution](#)

149.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

150.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: brute force

[kalimm's solution](#)

151.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: brute force, implementation

[kalimm's solution](#)

152.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

153.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

154.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-08-07 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

155.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,569 global accepts · Rating: 800 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

156.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,392 global accepts · Rating: 800 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

157.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,055 global accepts · Rating: 800 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, strings

[kalimm's solution](#)

158.

155A

[I love \%username\%](#) · [Tutorial](#)

Quality: 93,681 global accepts · Rating: 800 · first AC: 2013-02-26 · GNU C (first AC) · Tags: brute force

[kalimm's solution](#)

159.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,801 global accepts · Rating: 800 · first AC: 2013-02-22 · GNU C (first AC) · Tags: implementation, math

[kalimm's solution](#)

160.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2013-02-21 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

161.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2013-02-18 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

162.

47A

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

Quality: 18,177 global accepts · Rating: 800 · first AC: 2013-02-18 · GNU C (first AC) · Tags: brute force, math

[kalimm's solution](#)

163.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2013-02-18 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

164.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2013-02-15 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

165.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2013-02-14 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

166.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,323 global accepts · Rating: 800 · first AC: 2013-02-14 · GNU C (first AC) · Tags: brute force

[kalimm's solution](#)

167.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2013-02-14 · GNU C (first AC) · Tags: implementation, sortings, strings

[kalimm's solution](#)

168.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2013-02-14 · GNU C (first AC) · Tags: brute force, geometry, implementation

[kalimm's solution](#)

169.

59A

[Word](#) · [Tutorial](#)

Quality: 227,997 global accepts · Rating: 800 · first AC: 2013-02-14 · GNU C (first AC) · Tags: implementation, strings

[kalimm's solution](#)

170.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,926 global accepts · Rating: 800 · first AC: 2013-02-13 · GNU C (first AC) · Tags: brute force

[kalimm's solution](#)

171.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation, strings

[kalimm's solution](#)

172.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

173.

268A

[Games](#) · [Tutorial](#)

Quality: 104,232 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: brute force

[kalimm's solution](#)

174.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

175.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,539 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

176.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,114 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: brute force, implementation, strings

[kalimm's solution](#)

177.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,233 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

178.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,842 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

179.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,633 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

180.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

181.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

182.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: constructive algorithms, implementation, math

[kalimm's solution](#)

183.

112A

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

Quality: 287,319 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation, strings

[kalimm's solution](#)

184.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C (first AC) · Tags: brute force

[kalimm's solution](#)

185.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C (first AC) · Tags: greedy, math

[kalimm's solution](#)

186.

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C (first AC) · Tags: brute force, greedy

[kalimm's solution](#)

187.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,391 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: strings

[kalimm's solution](#)

188.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force, math

[kalimm's solution](#)

189.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[kalimm's solution](#)

190.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

191.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kalimm's solution](#)

192.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)

193.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kalimm's solution](#)

194.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kalimm's solution](#)

195.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[kalimm's solution](#)

196.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kalimm's solution](#)

197.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kalimm's solution](#)

198.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[kalimm's solution](#)

199.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[kalimm's solution](#)

200.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[kalimm's solution](#)

201.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[kalimm's solution](#)

202.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[kalimm's solution](#)

203.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kalimm's solution](#)

204.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[kalimm's solution](#)

205.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[kalimm's solution](#)

206.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[kalimm's solution](#)

207.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[kalimm's solution](#)

208.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[kalimm's solution](#)

209.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[kalimm's solution](#)

210.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kalimm's solution](#)

211.

1171C

[Letters Rearranging](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-27 · Kotlin 1.4 (first AC) · Tags: *special, sortings, strings
[kalimm's solution](#)

212.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[kalimm's solution](#)

213.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[kalimm's solution](#)

214.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[kalimm's solution](#)

215.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kalimm's solution](#)

216.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[kalimm's solution](#)

217.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kalimm's solution](#)

218.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[kalimm's solution](#)

219.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[kalimm's solution](#)

220.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: math

[kalimm's solution](#)

221.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

222.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings

[kalimm's solution](#)

223.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,718 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

224.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kalimm's solution](#)

225.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-24 · last AC: 2014-07-26 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

226.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[kalimm's solution](#)

227.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[kalimm's solution](#)

228.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

229.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

230.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

231.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

232.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

233.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kalimm's solution](#)

234.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

235.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: math, number theory

[kalimm's solution](#)

236.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[kalimm's solution](#)

237.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

238.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

239.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: brute force, greedy

[kalimm's solution](#)

240.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[kalimm's solution](#)

241.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: brute force, implementation

[kalimm's solution](#)

242.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2013-08-13 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

243.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,138 global accepts · Rating: 900 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: math

[kalimm's solution](#)

244.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,055 global accepts · Rating: 900 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: implementation, number theory

[kalimm's solution](#)

245.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2013-08-07 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kalimm's solution](#)

246.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,761 global accepts · Rating: 900 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

247.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2013-02-12 · GNU C (first AC) · Tags: strings

[kalimm's solution](#)

248.

96A

[Football](#) · [Tutorial](#)

Quality: 193,686 global accepts · Rating: 900 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation, strings

[kalimm's solution](#)

249.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

250.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[kalimm's solution](#)

251.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

252.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kalimm's solution](#)

253.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kalimm's solution](#)

254.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[kalimm's solution](#)

255.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kalimm's solution](#)

256.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

257.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[kalimm's solution](#)

258.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kalimm's solution](#)

259.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[kalimm's solution](#)

260.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[kalimm's solution](#)

261.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

262.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kalimm's solution](#)

263.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

264.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[kalimm's solution](#)

265.

1782B

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

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

[kalimm's solution](#)

266.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[kalimm's solution](#)

267.

1515B

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

Quality: 27,072 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[kalimm's solution](#)

268.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[kalimm's solution](#)

269.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[kalimm's solution](#)

270.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[kalimm's solution](#)

271.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kalimm's solution](#)

272.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

273.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kalimm's solution](#)

274.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kalimm's solution](#)

275.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[kalimm's solution](#)

276.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kalimm's solution](#)

277.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[kalimm's solution](#)

278.

859B

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

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

[kalimm's solution](#)

279.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2013-02-11 · last AC: 2016-10-01 · GNU C++ (first AC) · Tags: math

[kalimm's solution](#)

280.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[kalimm's solution](#)

281.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation

[kalimm's solution](#)

282.

628A

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

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

[kalimm's solution](#)

283.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kalimm's solution](#)

284.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[kalimm's solution](#)

285.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · last AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[kalimm's solution](#)

286.

450A

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

Quality: 44,435 global accepts · Rating: 1000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

287.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

288.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

289.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

290.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

291.

421B

[Start Up](#) · [Tutorial](#)

Rating: 1000 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

292.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2014-03-09 · Ruby (first AC) · Tags: implementation

[kalimm's solution](#)

293.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

294.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, math

[kalimm's solution](#)

295.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[kalimm's solution](#)

296.

3A

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

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2014-01-02 · GNU C++ (first AC) · Tags: greedy, shortest paths

[kalimm's solution](#)

297.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[kalimm's solution](#)

298.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2013-10-05 · last AC: 2013-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kalimm's solution](#)

299.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

300.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

301.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

302.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

303.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

304.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kalimm's solution](#)

305.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: binary search, brute force, math

[kalimm's solution](#)

306.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: implementation, strings

[kalimm's solution](#)

307.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1000 · first AC: 2013-08-13 · GNU C++ (first AC) · Tags: brute force

[kalimm's solution](#)

308.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

309.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

310.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

311.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

312.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

313.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,414 global accepts · Rating: 1000 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

314.

75A

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

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2013-02-25 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

315.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2013-02-21 · GNU C (first AC) · Tags: sortings

[kalimm's solution](#)

316.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2013-02-19 · GNU C (first AC) · Tags: math

[kalimm's solution](#)

317.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2013-02-15 · GNU C (first AC) · Tags: implementation, strings

[kalimm's solution](#)

318.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2013-02-14 · GNU C (first AC) · Tags: math

[kalimm's solution](#)

319.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2013-02-14 · GNU C (first AC) · Tags: implementation

[kalimm's solution](#)

320.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2013-02-14 · GNU C (first AC) · Tags: implementation, math

[kalimm's solution](#)

321.

118B

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

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2013-02-13 · GNU C (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

322.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2013-02-12 · GNU C (first AC) · Tags: implementation, strings

[kalimm's solution](#)

323.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2013-02-12 · GNU C (first AC) · Tags: greedy, strings

[kalimm's solution](#)

324.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2013-02-12 · GNU C (first AC) · Tags: brute force, number theory

[kalimm's solution](#)

325.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: implementation, strings

[kalimm's solution](#)

326.

2211B

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

Quality: 11,651 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[kalimm's solution](#)

327.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)

328.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

329.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kalimm's solution](#)

330.

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kalimm's solution](#)

331.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[kalimm's solution](#)

332.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[kalimm's solution](#)

333.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[kalimm's solution](#)

334.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[kalimm's solution](#)

335.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[kalimm's solution](#)

336.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[kalimm's solution](#)

337.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

338.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[kalimm's solution](#)

339.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[kalimm's solution](#)

340.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[kalimm's solution](#)

341.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[kalimm's solution](#)

342.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[kalimm's solution](#)

343.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[kalimm's solution](#)

344.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[kalimm's solution](#)

345.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[kalimm's solution](#)

346.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[kalimm's solution](#)

347.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[kalimm's solution](#)

348.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[kalimm's solution](#)

349.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[kalimm's solution](#)

350.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[kalimm's solution](#)

351.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[kalimm's solution](#)

352.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kalimm's solution](#)

353.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[kalimm's solution](#)

354.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[kalimm's solution](#)

355.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[kalimm's solution](#)

356.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[kalimm's solution](#)

357.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[kalimm's solution](#)

358.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[kalimm's solution](#)

359.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[kalimm's solution](#)

360.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[kalimm's solution](#)

361.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[kalimm's solution](#)

362.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —
[kalimm's solution](#)

363.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[kalimm's solution](#)

364.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,662 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math
[kalimm's solution](#)

365.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory
[kalimm's solution](#)

366.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[kalimm's solution](#)

367.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

368.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: geometry, implementation
[kalimm's solution](#)

369.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math
[kalimm's solution](#)

370.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: implementation
[kalimm's solution](#)

371.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation
[kalimm's solution](#)

372.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation
[kalimm's solution](#)

373.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[kalimm's solution](#)

374.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: sortings
[kalimm's solution](#)

375.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: greedy, strings
[kalimm's solution](#)

376.

197C

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

Rating: 1100 · first AC: 2014-07-03 · last AC: 2014-07-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings
[kalimm's solution](#)

377.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1100 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: brute force, implementation
[kalimm's solution](#)

378.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

379.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: greedy, math

[kalimm's solution](#)

380.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

381.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2014-01-26 · last AC: 2014-01-26 · GNU C++ (first AC) · Tags: data structures, dp

[kalimm's solution](#)

382.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,097 global accepts · Rating: 1100 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: brute force, dp

[kalimm's solution](#)

383.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

384.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2013-10-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

385.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

386.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kalimm's solution](#)

387.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: implementation, strings

[kalimm's solution](#)

388.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2013-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)

389.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,986 global accepts · Rating: 1100 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: brute force, implementation
[kalimm's solution](#)

390.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: brute force, geometry, math
[kalimm's solution](#)

391.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2013-02-27 · GNU C (first AC) · Tags: implementation, math
[kalimm's solution](#)

392.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2013-02-17 · GNU C (first AC) · Tags: *special, greedy, implementation
[kalimm's solution](#)

393.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2013-02-15 · GNU C (first AC) · Tags: implementation, strings
[kalimm's solution](#)

394.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,831 global accepts · Rating: 1100 · first AC: 2013-02-12 · GNU C (first AC) · Tags: geometry, implementation, math
[kalimm's solution](#)

395.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[kalimm's solution](#)

396.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[kalimm's solution](#)

397.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[kalimm's solution](#)

398.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[kalimm's solution](#)

399.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[kalimm's solution](#)

400.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kalimm's solution](#)

401.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kalimm's solution](#)

402.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

403.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kalimm's solution](#)

404.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[kalimm's solution](#)

405.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[kalimm's solution](#)

406.

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

[kalimm's solution](#)

407.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kalimm's solution](#)

408.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[kalimm's solution](#)

409.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[kalimm's solution](#)

410.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kalimm's solution](#)

411.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[kalimm's solution](#)

412.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[kalimm's solution](#)

413.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kalimm's solution](#)

414.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[kalimm's solution](#)

415.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[kalimm's solution](#)

416.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[kalimm's solution](#)

417.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[kalimm's solution](#)

418.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[kalimm's solution](#)

419.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kalimm's solution](#)

420.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[kalimm's solution](#)

421.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kalimm's solution](#)

422.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[kalimm's solution](#)

423.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[kalimm's solution](#)

424.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[kalimm's solution](#)

425.

1586B

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

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

[kalimm's solution](#)

426.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[kalimm's solution](#)

427.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[kalimm's solution](#)

428.

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

[kalimm's solution](#)

429.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[kalimm's solution](#)

430.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

431.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[kalimm's solution](#)

432.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[kalimm's solution](#)

433.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kalimm's solution](#)

434.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[kalimm's solution](#)

435.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kalimm's solution](#)

436.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[kalimm's solution](#)

437.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[kalimm's solution](#)

438.

914B

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

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[kalimm's solution](#)

439.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[kalimm's solution](#)

440.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[kalimm's solution](#)

441.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

442.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,298 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[kalimm's solution](#)

443.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[kalimm's solution](#)

444.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[kalimm's solution](#)

445.

546B

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

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[kalimm's solution](#)

446.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[kalimm's solution](#)

447.

462C

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

Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: implementation, sortings

[kalimm's solution](#)

448.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

449.

459A

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

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

450.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: math, number theory

[kalimm's solution](#)

451.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[kalimm's solution](#)

452.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation, sortings
[kalimm's solution](#)

453.

433B

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

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: dp, implementation, sortings
[kalimm's solution](#)

454.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: brute force, implementation
[kalimm's solution](#)

455.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings
[kalimm's solution](#)

456.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: implementation
[kalimm's solution](#)

457.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: greedy, implementation, math
[kalimm's solution](#)

458.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules
[kalimm's solution](#)

459.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers
[kalimm's solution](#)

460.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings
[kalimm's solution](#)

461.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: math
[kalimm's solution](#)

462.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-11 · GNU C++ (first AC) · Tags: implementation, math
[kalimm's solution](#)

463.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

464.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: math
[kalimm's solution](#)

465.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: implementation
[kalimm's solution](#)

466.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: implementation
[kalimm's solution](#)

467.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: greedy, implementation, math
[kalimm's solution](#)

468.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, math
[kalimm's solution](#)

469.

2211C1

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

Quality: 9,126 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[kalimm's solution](#)

470.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[kalimm's solution](#)

471.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[kalimm's solution](#)

472.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings
[kalimm's solution](#)

473.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games
[kalimm's solution](#)

474.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[kalimm's solution](#)

475.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[kalimm's solution](#)

476.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[kalimm's solution](#)

477.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[kalimm's solution](#)

478.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kalimm's solution](#)

479.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[kalimm's solution](#)

480.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)

481.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kalimm's solution](#)

482.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[kalimm's solution](#)

483.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[kalimm's solution](#)

484.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[kalimm's solution](#)

485.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[kalimm's solution](#)

486.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[kalimm's solution](#)

487.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[kalimm's solution](#)

488.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[kalimm's solution](#)

489.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

490.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[kalimm's solution](#)

491.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[kalimm's solution](#)

492.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[kalimm's solution](#)

493.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kalimm's solution](#)

494.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[kalimm's solution](#)

495.

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[kalimm's solution](#)

496.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[kalimm's solution](#)

497.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[kalimm's solution](#)

498.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[kalimm's solution](#)

499.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[kalimm's solution](#)

500.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[kalimm's solution](#)

501.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kalimm's solution](#)

502.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[kalimm's solution](#)

503.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[kalimm's solution](#)

504.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[kalimm's solution](#)

505.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kalimm's solution](#)

506.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[kalimm's solution](#)

507.

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

[kalimm's solution](#)

508.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[kalimm's solution](#)

509.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[kalimm's solution](#)

510.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[kalimm's solution](#)

511.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kalimm's solution](#)

512.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[kalimm's solution](#)

513.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kalimm's solution](#)

514.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[kalimm's solution](#)

515.

889A

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

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

[kalimm's solution](#)

516.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[kalimm's solution](#)

517.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[kalimm's solution](#)

518.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[kalimm's solution](#)

519.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[kalimm's solution](#)

520.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

521.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[kalimm's solution](#)

522.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[kalimm's solution](#)

523.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[kalimm's solution](#)

524.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[kalimm's solution](#)

525.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[kalimm's solution](#)

526.

628C

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

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[kalimm's solution](#)

527.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[kalimm's solution](#)

528.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[kalimm's solution](#)

529.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[kalimm's solution](#)

530.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: implementation, strings

[kalimm's solution](#)

531.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory

[kalimm's solution](#)

532.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[kalimm's solution](#)

533.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

534.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, implementation

[kalimm's solution](#)

535.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[kalimm's solution](#)

536.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

537.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation, sortings

[kalimm's solution](#)

538.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2014-09-01 · GNU C++ (first AC) · Tags: math

[kalimm's solution](#)

539.

459B

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

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[kalimm's solution](#)

540.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2014-07-24 · last AC: 2014-07-26 · GNU C++ (first AC) · Tags: implementation, sortings

[kalimm's solution](#)

541.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

542.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

543.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-13 · GNU C++ (first AC) · Tags: dfs and similar, trees

[kalimm's solution](#)

544.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2014-05-11 · last AC: 2014-05-13 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, trees

[kalimm's solution](#)

545.

426B

[Sereja and Mirroring](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

546.

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: dp, math, matrices, number theory

[kalimm's solution](#)

547.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[kalimm's solution](#)

548.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2013-09-27 · last AC: 2013-09-27 · GNU C++ (first AC) · Tags: brute force, dp
[kalimm's solution](#)

549.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[kalimm's solution](#)

550.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: 1300 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation, sortings

[kalimm's solution](#)

551.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[kalimm's solution](#)

552.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

553.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

554.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: implementation, two pointers

[kalimm's solution](#)

555.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: math, probabilities

[kalimm's solution](#)

556.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2013-08-13 · last AC: 2013-08-13 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[kalimm's solution](#)

557.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: brute force

[kalimm's solution](#)

558.

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[kalimm's solution](#)

559.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[kalimm's solution](#)

560.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[kalimm's solution](#)

561.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[kalimm's solution](#)

562.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[kalimm's solution](#)

563.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kalimm's solution](#)

564.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[kalimm's solution](#)

565.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[kalimm's solution](#)

566.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[kalimm's solution](#)

567.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[kalimm's solution](#)

568.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[kalimm's solution](#)

569.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)

570.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[kalimm's solution](#)

571.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[kalimm's solution](#)

572.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kalimm's solution](#)

573.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[kalimm's solution](#)

574.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[kalimm's solution](#)

575.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)

576.

1844D

[Row Major](#) · [Tutorial](#)

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

[kalimm's solution](#)

577.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[kalimm's solution](#)

578.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[kalimm's solution](#)

579.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[kalimm's solution](#)

580.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kalimm's solution](#)

581.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[kalimm's solution](#)

582.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[kalimm's solution](#)

583.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[kalimm's solution](#)

584.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[kalimm's solution](#)

585.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[kalimm's solution](#)

586.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[kalimm's solution](#)

587.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[kalimm's solution](#)

588.

1427B

[Chess Cheater](#) · [Tutorial](#)

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

589.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kalimm's solution](#)

590.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[kalimm's solution](#)

591.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[kalimm's solution](#)

592.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[kalimm's solution](#)

593.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kalimm's solution](#)

594.

843A

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

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

595.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation
[kalimm's solution](#)

596.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[kalimm's solution](#)

597.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[kalimm's solution](#)

598.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[kalimm's solution](#)

599.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math
[kalimm's solution](#)

600.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[kalimm's solution](#)

601.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math, sortings
[kalimm's solution](#)

602.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games
[kalimm's solution](#)

603.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[kalimm's solution](#)

604.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, implementation
[kalimm's solution](#)

605.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation
[kalimm's solution](#)

606.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[kalimm's solution](#)

607.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force
[kalimm's solution](#)

608.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,687 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: geometry, math
[kalimm's solution](#)

609.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[kalimm's solution](#)

610.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,019 global accepts · Rating: 1400 · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: data structures, implementation

[kalimm's solution](#)

611.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

612.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

613.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[kalimm's solution](#)

614.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

615.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-17 · last AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[kalimm's solution](#)

616.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[kalimm's solution](#)

617.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

618.

445B

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

Quality: 14,765 global accepts · Rating: 1400 · first AC: 2014-07-06 · last AC: 2014-07-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy

[kalimm's solution](#)

619.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

620.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

621.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2014-06-12 · last AC: 2014-06-12 · GNU C++ (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

622.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

623.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[kalimm's solution](#)

624.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

625.

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2014-05-14 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

626.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: brute force, two pointers

[kalimm's solution](#)

627.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[kalimm's solution](#)

628.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,026 global accepts · Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

629.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[kalimm's solution](#)

630.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2014-04-07 · last AC: 2014-04-09 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[kalimm's solution](#)

631.

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-07 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[kalimm's solution](#)

632.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, implementation

[kalimm's solution](#)

633.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[kalimm's solution](#)

634.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1400 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, implementation

[kalimm's solution](#)

635.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,395 global accepts · Rating: 1400 · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[kalimm's solution](#)

636.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: binary search, brute force, math

[kalimm's solution](#)

637.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-17 · last AC: 2013-08-17 · GNU C++ (first AC) · Tags: greedy, math, number theory

[kalimm's solution](#)

638.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[kalimm's solution](#)

639.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[kalimm's solution](#)

640.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2013-08-13 · GNU C++ (first AC) · Tags: brute force, math

[kalimm's solution](#)

641.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2013-08-12 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

642.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[kalimm's solution](#)

643.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[kalimm's solution](#)

644.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2013-02-26 · GNU C (first AC) · Tags: implementation
[kalimm's solution](#)

645.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[kalimm's solution](#)

646.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[kalimm's solution](#)

647.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[kalimm's solution](#)

648.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[kalimm's solution](#)

649.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[kalimm's solution](#)

650.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math
[kalimm's solution](#)

651.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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652.

2057C

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Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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653.

2053C

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Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

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654.

1891C

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Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[kalimm's solution](#)

655.

1876B

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

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

[kalimm's solution](#)

656.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

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657.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[kalimm's solution](#)

658.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[kalimm's solution](#)

659.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[kalimm's solution](#)

660.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[kalimm's solution](#)

661.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[kalimm's solution](#)

662.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kalimm's solution](#)

663.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
[kalimm's solution](#)

664.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[kalimm's solution](#)

665.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
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666.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[kalimm's solution](#)

667.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[kalimm's solution](#)

668.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
[kalimm's solution](#)

669.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[kalimm's solution](#)

670.

1416A

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

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[kalimm's solution](#)

671.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[kalimm's solution](#)

672.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[kalimm's solution](#)

673.

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kalimm's solution](#)

674.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[kalimm's solution](#)

675.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[kalimm's solution](#)

676.

1158A

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

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[kalimm's solution](#)

677.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kalimm's solution](#)

678.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[kalimm's solution](#)

679.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[kalimm's solution](#)

680.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[kalimm's solution](#)

681.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kalimm's solution](#)

682.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[kalimm's solution](#)

683.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[kalimm's solution](#)

684.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[kalimm's solution](#)

685.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[kalimm's solution](#)

686.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[kalimm's solution](#)

687.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,284 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[kalimm's solution](#)

688.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers
[kalimm's solution](#)

689.

868C

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Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[kalimm's solution](#)

690.

855B

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

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[kalimm's solution](#)

691.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

692.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[kalimm's solution](#)

693.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kalimm's solution](#)

694.

809A

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

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

[kalimm's solution](#)

695.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[kalimm's solution](#)

696.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[kalimm's solution](#)

697.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[kalimm's solution](#)

698.

676B

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

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[kalimm's solution](#)

699.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[kalimm's solution](#)

700.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[kalimm's solution](#)

701.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

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702.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[kalimm's solution](#)

703.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[kalimm's solution](#)

704.

587A

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Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

705.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[kalimm's solution](#)

706.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

707.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2015-04-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[kalimm's solution](#)

708.

527C

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Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[kalimm's solution](#)

709.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[kalimm's solution](#)

710.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: math, strings

[kalimm's solution](#)

711.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · last AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, math

[kalimm's solution](#)

712.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[kalimm's solution](#)

713.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dp, number theory

[kalimm's solution](#)

714.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dp, number theory

[kalimm's solution](#)

715.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[kalimm's solution](#)

716.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2014-08-09 · last AC: 2014-08-09 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

717.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-08 · last AC: 2014-08-09 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

718.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: data structures, implementation

[kalimm's solution](#)

719.

368C

[Sereja and Algorithm](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-07-23 · GNU C++ (first AC) · Tags: brute force, implementation

[kalimm's solution](#)

720.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-06-19 · last AC: 2014-06-20 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[kalimm's solution](#)

721.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · last AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

722.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[kalimm's solution](#)

723.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[kalimm's solution](#)

724.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: brute force, sortings

[kalimm's solution](#)

725.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2014-06-07 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[kalimm's solution](#)

726.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: bitmasks, greedy, implementation, sortings

[kalimm's solution](#)

727.

426C

[Sereja and Swaps](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: brute force, sortings, two pointers

[kalimm's solution](#)

728.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: sortings

[kalimm's solution](#)

729.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 1500 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: dp, implementation, math

[kalimm's solution](#)

730.

414A

[Mashmikh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-07 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[kalimm's solution](#)

731.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-04-07 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math

[kalimm's solution](#)

732.

415C

[Mashmikh and Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[kalimm's solution](#)

733.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[kalimm's solution](#)

734.

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs

[kalimm's solution](#)

735.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

736.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[kalimm's solution](#)

737.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[kalimm's solution](#)

738.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: strings

[kalimm's solution](#)

739.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-25 · last AC: 2013-10-26 · GNU C++ (first AC) · Tags: brute force, strings

[kalimm's solution](#)

740.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2013-10-11 · GNU C++ (first AC) · Tags: dp, math, matrices

[kalimm's solution](#)

741.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: brute force, geometry

[kalimm's solution](#)

742.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[kalimm's solution](#)

743.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[kalimm's solution](#)

744.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[kalimm's solution](#)

745.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[kalimm's solution](#)

746.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[kalimm's solution](#)

747.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[kalimm's solution](#)

748.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[kalimm's solution](#)

749.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[kalimm's solution](#)

750.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[kalimm's solution](#)

751.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp
[kalimm's solution](#)

752.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[kalimm's solution](#)

753.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[kalimm's solution](#)

754.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[kalimm's solution](#)

755.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[kalimm's solution](#)

756.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kalimm's solution](#)

757.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[kalimm's solution](#)

758.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[kalimm's solution](#)

759.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[kalimm's solution](#)

760.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[kalimm's solution](#)

761.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[kalimm's solution](#)

762.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[kalimm's solution](#)

763.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
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764.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
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765.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
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766.

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[kalimm's solution](#)

767.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kalimm's solution](#)

768.

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kalimm's solution](#)

769.

1407C

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Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[kalimm's solution](#)

770.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[kalimm's solution](#)

771.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[kalimm's solution](#)

772.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[kalimm's solution](#)

773.

1148B

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Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[kalimm's solution](#)

774.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kalimm's solution](#)

775.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[kalimm's solution](#)

776.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[kalimm's solution](#)

777.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[kalimm's solution](#)

778.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[kalimm's solution](#)

779.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[kalimm's solution](#)

780.

993A

[Two Squares](#) · [Tutorial](#)

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

781.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-30 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[kalimm's solution](#)

782.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[kalimm's solution](#)

783.

952C

[Ravioli Sort](#) · [Tutorial](#)

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

784.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[kalimm's solution](#)

785.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[kalimm's solution](#)

786.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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787.

913C

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

788.

847H

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Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[kalimm's solution](#)

789.

860B

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

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings
[kalimm's solution](#)

790.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[kalimm's solution](#)

791.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[kalimm's solution](#)

792.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[kalimm's solution](#)

793.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,844 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[kalimm's solution](#)

794.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation
[kalimm's solution](#)

795.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[kalimm's solution](#)

796.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers
[kalimm's solution](#)

797.

657A

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

Rating: 1600 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[kalimm's solution](#)

798.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[kalimm's solution](#)

799.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: binary search, dp
[kalimm's solution](#)

800.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[kalimm's solution](#)

801.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: dp, greedy, math
[kalimm's solution](#)

802.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: graphs, shortest paths
[kalimm's solution](#)

803.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: geometry, sortings
[kalimm's solution](#)

804.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math
[kalimm's solution](#)

805.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[kalimm's solution](#)

806.

568A

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

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory
[kalimm's solution](#)

807.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[kalimm's solution](#)

808.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy,

implementation, math

[kalimm's solution](#)

809.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[kalimm's solution](#)

810.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[kalimm's solution](#)

811.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kalimm's solution](#)

812.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[kalimm's solution](#)

813.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2014-07-08 · last AC: 2014-08-03 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[kalimm's solution](#)

814.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-07-08 · last AC: 2014-08-03 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[kalimm's solution](#)

815.

454C

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

Rating: 1600 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[kalimm's solution](#)

816.

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[kalimm's solution](#)

817.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[kalimm's solution](#)

818.

447C

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

Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

819.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: math, number theory
[kalimm's solution](#)

820.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: math, number theory
[kalimm's solution](#)

821.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: dfs and similar
[kalimm's solution](#)

822.

445C

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

Rating: 1600 · first AC: 2014-07-06 · last AC: 2014-07-06 · GNU C++ (first AC) · Tags: graphs, greedy
[kalimm's solution](#)

823.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math
[kalimm's solution](#)

824.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2014-06-22 · GNU C++ (first AC) · Tags: number theory
[kalimm's solution](#)

825.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-06-22 · GNU C++ (first AC) · Tags: greedy, number theory
[kalimm's solution](#)

826.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-06-16 · last AC: 2014-06-18 · GNU C++ (first AC) · Tags: implementation
[kalimm's solution](#)

827.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: binary search, math, sortings
[kalimm's solution](#)

828.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2014-04-13 · last AC: 2014-06-11 · GNU C++ (first AC) · Tags: binary search, dp, greedy, implementation
[kalimm's solution](#)

829.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

830.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

831.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-05-13 · last AC: 2014-05-24 · GNU C++ (first AC) · Tags: brute force, dp

[kalimm's solution](#)

832.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: dp, implementation, trees

[kalimm's solution](#)

833.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

834.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-13 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

835.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: dfs and similar

[kalimm's solution](#)

836.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

837.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: geometry, math

[kalimm's solution](#)

838.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

839.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

840.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2014-01-28 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[kalimm's solution](#)

841.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

842.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2013-08-22 · last AC: 2013-08-22 · GNU C++ (first AC) · Tags: greedy, math

[kalimm's solution](#)

843.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: math

[kalimm's solution](#)

844.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kalimm's solution](#)

845.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[kalimm's solution](#)

846.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kalimm's solution](#)

847.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kalimm's solution](#)

848.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[kalimm's solution](#)

849.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[kalimm's solution](#)

850.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[kalimm's solution](#)

851.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[kalimm's solution](#)

852.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[kalimm's solution](#)

853.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[kalimm's solution](#)

854.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[kalimm's solution](#)

855.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[kalimm's solution](#)

856.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[kalimm's solution](#)

857.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[kalimm's solution](#)

858.

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

[kalimm's solution](#)

859.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[kalimm's solution](#)

860.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[kalimm's solution](#)

861.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[kalimm's solution](#)

862.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[kalimm's solution](#)

863.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[kalimm's solution](#)

864.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[kalimm's solution](#)

865.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[kalimm's solution](#)

866.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[kalimm's solution](#)

867.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[kalimm's solution](#)

868.

1868B1

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

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

[kalimm's solution](#)

869.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[kalimm's solution](#)

870.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[kalimm's solution](#)

871.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[kalimm's solution](#)

872.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[kalimm's solution](#)

873.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[kalimm's solution](#)

874.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[kalimm's solution](#)

875.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[kalimm's solution](#)

876.

1479A

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

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

877.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[kalimm's solution](#)

878.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
[kalimm's solution](#)

879.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[kalimm's solution](#)

880.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[kalimm's solution](#)

881.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[kalimm's solution](#)

882.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math
[kalimm's solution](#)

883.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[kalimm's solution](#)

884.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[kalimm's solution](#)

885.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[kalimm's solution](#)

886.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[kalimm's solution](#)

887.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[kalimm's solution](#)

888.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[kalimm's solution](#)

889.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[kalimm's solution](#)

890.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[kalimm's solution](#)

891.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[kalimm's solution](#)

892.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[kalimm's solution](#)

893.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · Python 2 (first AC) · Tags: implementation, math
[kalimm's solution](#)

894.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[kalimm's solution](#)

895.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[kalimm's solution](#)

896.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[kalimm's solution](#)

897.

917B

[MADMAX](#) · [Tutorial](#)

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

898.

850A

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

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[kalimm's solution](#)

899.

852G

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

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: implementation
[kalimm's solution](#)

900.

759A

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

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[kalimm's solution](#)

901.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[kalimm's solution](#)

902.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[kalimm's solution](#)

903.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[kalimm's solution](#)

904.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math
[kalimm's solution](#)

905.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —
[kalimm's solution](#)

906.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math
[kalimm's solution](#)

907.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[kalimm's solution](#)

908.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory
[kalimm's solution](#)

909.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[kalimm's solution](#)

910.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[kalimm's solution](#)

911.

632C

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

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings
[kalimm's solution](#)

912.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math
[kalimm's solution](#)

913.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures
[kalimm's solution](#)

914.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs

[kalimm's solution](#)

915.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings

[kalimm's solution](#)

916.

598D

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

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[kalimm's solution](#)

917.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-26 · GNU C++ (first AC) · Tags: implementation

[kalimm's solution](#)

918.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[kalimm's solution](#)

919.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,701 global accepts · Rating: 1700 · first AC: 2015-09-29 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[kalimm's solution](#)

920.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: geometry, math

[kalimm's solution](#)

921.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, greedy

[kalimm's solution](#)

922.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

923.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[kalimm's solution](#)

924.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[kalimm's solution](#)

925.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)

926.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[kalimm's solution](#)

927.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

[kalimm's solution](#)

928.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: hashing, strings

[kalimm's solution](#)

929.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[kalimm's solution](#)

930.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2015-02-11 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[kalimm's solution](#)

931.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: implementation, math, trees

[kalimm's solution](#)

932.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[kalimm's solution](#)

933.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

934.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[kalimm's solution](#)

935.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

936.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

937.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math

[kalimm's solution](#)

938.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[kalimm's solution](#)

939.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: dp, implementation

[kalimm's solution](#)

940.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[kalimm's solution](#)

941.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[kalimm's solution](#)

942.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2014-08-20 · last AC: 2014-08-20 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[kalimm's solution](#)

943.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-11 · last AC: 2014-08-11 · GNU C++ (first AC) · Tags: math

[kalimm's solution](#)

944.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2014-08-03 · last AC: 2014-08-03 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

945.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-24 · last AC: 2014-07-26 · GNU C++ (first AC) · Tags: brute force, implementation, math

[kalimm's solution](#)

946.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: greedy, math
[kalimm's solution](#)

947.

450C

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

Rating: 1700 · first AC: 2014-07-19 · last AC: 2014-07-20 · GNU C++ (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

948.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation
[kalimm's solution](#)

949.

443C

[Borya and Hanabi](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-06-20 · last AC: 2014-06-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[kalimm's solution](#)

950.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2014-06-14 · last AC: 2014-06-14 · GNU C++ (first AC) · Tags: dp
[kalimm's solution](#)

951.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

952.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2014-06-05 · last AC: 2014-06-06 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers
[kalimm's solution](#)

953.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[kalimm's solution](#)

954.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2014-05-29 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation
[kalimm's solution](#)

955.

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-05-29 · GNU C++ (first AC) · Tags: data structures
[kalimm's solution](#)

956.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2014-04-17 · last AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[kalimm's solution](#)

957.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: dp, matrices

[kalimm's solution](#)

958.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2014-04-08 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[kalimm's solution](#)

959.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[kalimm's solution](#)

960.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[kalimm's solution](#)

961.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[kalimm's solution](#)

962.

409B

[Mysterious Language](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special

[kalimm's solution](#)

963.

339C

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

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2014-01-25 · last AC: 2014-01-25 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[kalimm's solution](#)

964.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[kalimm's solution](#)

965.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[kalimm's solution](#)

966.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees
[kalimm's solution](#)

967.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2013-02-18 · GNU C (first AC) · Tags: implementation
[kalimm's solution](#)

968.

2211C2

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

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[kalimm's solution](#)

969.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[kalimm's solution](#)

970.

2164D

[Copy String](#) · [Tutorial](#)

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971.

2153D

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972.

2145D

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973.

2138C1

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974.

2127D

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975.

2092D

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976.

2081A

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977.

2035D

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978.

2020D

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979.

1987D

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980.

1954D

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981.

1935D

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982.

1935C

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983.

1923D

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984.

1930D1

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985.

1870D

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986.

1867D

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987.

1793D

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1782D

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1750D

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990.

1740E

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991.

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992.

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993.

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996.

1466E

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1450D

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1396B

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913D

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853B

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1015.

690E1

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690D2

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1017.

687B

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671A

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663A

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1020.

280B

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603B

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585A

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1023.

575H

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543A

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538D

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533E

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527D

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1028.

528B

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1029.

274B

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1030.

275D

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1031.

471D

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421C

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1035.

420B

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180E

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492D

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174C

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1039.

483D

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1040.

482B

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1041.

161D

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1042.

69E

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1043.

459D

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245H

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452B

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358D

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1048.

371D

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222C

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1050.

442B

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1051.

443D

[Andrey and Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-06-19 · last AC: 2014-06-20 · GNU C++ (first AC) · Tags: dp, greedy, math, probabilities, sortings

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1052.

436C

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1053.

403B

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1054.

402D

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1055.

440C

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1056.

434A

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1057.

433C

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1058.

432C

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1059.

409E

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1060.

132C

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[kalimm's solution](#)

1061.

133E

[Logo Turtle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: dp, implementation

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1062.

2211D

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1063.

2190B2

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1064.

2180D

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1065.

2180C

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1066.

2138B

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1067.

2129C1

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1068.

2089B1

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1069.

2066B

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Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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1070.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[kalimm's solution](#)

1071.

2029D

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Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[kalimm's solution](#)

1072.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[kalimm's solution](#)

1073.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[kalimm's solution](#)

1074.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[kalimm's solution](#)

1075.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[kalimm's solution](#)

1076.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[kalimm's solution](#)

1077.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[kalimm's solution](#)

1078.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[kalimm's solution](#)

1079.

1891D

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

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[kalimm's solution](#)

1080.

1842D

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

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

[kalimm's solution](#)

1081.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[kalimm's solution](#)

1082.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[kalimm's solution](#)

1083.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[kalimm's solution](#)

1084.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[kalimm's solution](#)

1085.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kalimm's solution](#)

1086.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[kalimm's solution](#)

1087.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[kalimm's solution](#)

1088.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[kalimm's solution](#)

1089.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[kalimm's solution](#)

1090.

1648C

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

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

[kalimm's solution](#)

1091.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[kalimm's solution](#)

1092.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[kalimm's solution](#)

1093.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[kalimm's solution](#)

1094.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[kalimm's solution](#)

1095.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[kalimm's solution](#)

1096.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kalimm's solution](#)

1097.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[kalimm's solution](#)

1098.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[kalimm's solution](#)

1099.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · last AC: 2020-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[kalimm's solution](#)

1100.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[kalimm's solution](#)

1101.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[kalimm's solution](#)

1102.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[kalimm's solution](#)

1103.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[kalimm's solution](#)

1104.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math
[kalimm's solution](#)

1105.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[kalimm's solution](#)

1106.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths
[kalimm's solution](#)

1107.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[kalimm's solution](#)

1108.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

1109.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[kalimm's solution](#)

1110.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive
[kalimm's solution](#)

1111.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[kalimm's solution](#)

1112.

819B

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

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

1113.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[kalimm's solution](#)

1114.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy
[kalimm's solution](#)

1115.

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[kalimm's solution](#)

1116.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[kalimm's solution](#)

1117.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[kalimm's solution](#)

1118.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: geometry
[kalimm's solution](#)

1119.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers
[kalimm's solution](#)

1120.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[kalimm's solution](#)

1121.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-15 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[kalimm's solution](#)**1122.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)**1123.**

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: brute force, math

[kalimm's solution](#)**1124.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · last AC: 2015-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[kalimm's solution](#)**1125.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[kalimm's solution](#)**1126.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures, dsu

[kalimm's solution](#)**1127.**

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++ (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[kalimm's solution](#)**1128.**

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: binary search, greedy, math

[kalimm's solution](#)**1129.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[kalimm's solution](#)**1130.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[kalimm's solution](#)

1131.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

1132.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[kalimm's solution](#)

1133.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[kalimm's solution](#)

1134.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: binary search, sortings

[kalimm's solution](#)

1135.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[kalimm's solution](#)

1136.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force

[kalimm's solution](#)

1137.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: dsu, sortings

[kalimm's solution](#)

1138.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[kalimm's solution](#)

1139.

262D

[Maxim and Restaurant](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: combinatorics, dp

[kalimm's solution](#)

1140.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: dp, math, probabilities

[kalimm's solution](#)

1141.

344E

[Read Time](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: binary search, two pointers

[kalimm's solution](#)

1142.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers
[kalimm's solution](#)

1143.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, math
[kalimm's solution](#)

1144.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[kalimm's solution](#)

1145.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: binary search, data structures, sortings
[kalimm's solution](#)

1146.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: data structures, graphs, implementation, two pointers
[kalimm's solution](#)

1147.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: combinatorics, dp
[kalimm's solution](#)

1148.

214D

[Numbers](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[kalimm's solution](#)

1149.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-28 · last AC: 2015-01-02 · GNU C++ (first AC) · Tags: greedy, implementation
[kalimm's solution](#)

1150.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2015-01-01 · GNU C++ (first AC) · Tags: dp, strings
[kalimm's solution](#)

1151.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2015-01-01 · GNU C++ (first AC) · Tags: binary search
[kalimm's solution](#)

1152.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[kalimm's solution](#)

1153.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[kalimm's solution](#)

1154.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: combinatorics, dp

[kalimm's solution](#)

1155.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2014-10-17 · last AC: 2014-10-24 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[kalimm's solution](#)

1156.

373D

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

Rating: 1900 · first AC: 2014-10-17 · last AC: 2014-10-24 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

1157.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation

[kalimm's solution](#)

1158.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[kalimm's solution](#)

1159.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[kalimm's solution](#)

1160.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math

[kalimm's solution](#)

1161.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-16 · last AC: 2014-08-16 · GNU C++ (first AC) · Tags: dp, sortings

[kalimm's solution](#)

1162.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2014-08-09 · last AC: 2014-08-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[kalimm's solution](#)

1163.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-09 · last AC: 2014-08-09 · GNU C++ (first AC) · Tags: dp, games, strings

[kalimm's solution](#)

1164.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2014-08-03 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1165.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2014-07-17 · last AC: 2014-07-17 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

[kalimm's solution](#)

1166.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[kalimm's solution](#)

1167.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2014-04-18 · last AC: 2014-07-15 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, sortings

[kalimm's solution](#)

1168.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2014-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[kalimm's solution](#)

1169.

368D

[Sereja ans Anagrams](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-07-11 · GNU C++ (first AC) · Tags: data structures, two pointers

[kalimm's solution](#)

1170.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,884 global accepts · Rating: 1900 · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1171.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: dp, dsu, trees

[kalimm's solution](#)

1172.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[kalimm's solution](#)

1173.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: graphs, shortest paths

[kalimm's solution](#)

1174.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2014-06-25 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[kalimm's solution](#)

1175.

224E

[Partial Sums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-25 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[kalimm's solution](#)

1176.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2014-06-24 · last AC: 2014-06-24 · GNU C++ (first AC) · Tags: dp, matrices

[kalimm's solution](#)

1177.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[kalimm's solution](#)

1178.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: dp, implementation

[kalimm's solution](#)

1179.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[kalimm's solution](#)

1180.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-21 · GNU C++ (first AC) · Tags: implementation

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1181.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[kalimm's solution](#)

1182.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

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1183.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[kalimm's solution](#)

1184.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[kalimm's solution](#)

1185.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[kalimm's solution](#)

1186.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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1187.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[kalimm's solution](#)

1188.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[kalimm's solution](#)

1189.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[kalimm's solution](#)

1190.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[kalimm's solution](#)

1191.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[kalimm's solution](#)

1192.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[kalimm's solution](#)

1193.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[kalimm's solution](#)

1194.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data

structures, divide and conquer, implementation, two pointers

[kalimm's solution](#)

1195.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[kalimm's solution](#)

1196.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[kalimm's solution](#)

1197.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kalimm's solution](#)

1198.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[kalimm's solution](#)

1199.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[kalimm's solution](#)

1200.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[kalimm's solution](#)

1201.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[kalimm's solution](#)

1202.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[kalimm's solution](#)

1203.

1764D

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

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kalimm's solution](#)

1204.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[kalimm's solution](#)

1205.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[kalimm's solution](#)

1206.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[kalimm's solution](#)

1207.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kalimm's solution](#)

1208.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[kalimm's solution](#)

1209.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[kalimm's solution](#)

1210.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[kalimm's solution](#)

1211.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[kalimm's solution](#)

1212.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

1213.

1427C

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

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kalimm's solution](#)

1214.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[kalimm's solution](#)

1215.

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

[kalimm's solution](#)

1216.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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1217.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[kalimm's solution](#)

1218.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[kalimm's solution](#)

1219.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[kalimm's solution](#)

1220.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[kalimm's solution](#)

1221.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[kalimm's solution](#)

1222.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[kalimm's solution](#)

1223.

891B

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

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1224.

889B

[Restoration of string](#) · [Tutorial](#)

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

[kalimm's solution](#)

1225.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive
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1226.

855C

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

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
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1227.

852B

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Quality: 1,714 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
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1228.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities
[kalimm's solution](#)

1229.

784G

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Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special
[kalimm's solution](#)

1230.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[kalimm's solution](#)

1231.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[kalimm's solution](#)

1232.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[kalimm's solution](#)

1233.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · last AC: 2016-06-07 · GNU C++ (first AC) · Tags: dp, greedy, sortings
[kalimm's solution](#)

1234.

676D

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

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths
[kalimm's solution](#)

1235.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[kalimm's solution](#)

1236.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[kalimm's solution](#)

1237.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

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1238.

633D

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Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

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1239.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[kalimm's solution](#)

1240.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[kalimm's solution](#)

1241.

598E

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Quality: 6,085 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: brute force, dp

[kalimm's solution](#)

1242.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2015-10-26 · GNU C++ (first AC) · Tags: brute force, dp, number theory

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1243.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[kalimm's solution](#)

1244.

578C

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Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: ternary search

[kalimm's solution](#)

1245.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation

[kalimm's solution](#)

1246.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: brute force, greedy, math
[kalimm's solution](#)

1247.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: binary search, dp
[kalimm's solution](#)

1248.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[kalimm's solution](#)

1249.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: dp, math, probabilities
[kalimm's solution](#)

1250.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: dp
[kalimm's solution](#)

1251.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math
[kalimm's solution](#)

1252.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[kalimm's solution](#)

1253.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: math
[kalimm's solution](#)

1254.

205E

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: brute force, combinatorics, probabilities
[kalimm's solution](#)

1255.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: math, probabilities
[kalimm's solution](#)

1256.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-08 · last AC: 2015-03-08 · GNU C++ (first AC) · Tags: *special, data structures
[kalimm's solution](#)

1257.

462D

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

Rating: 2000 · first AC: 2014-09-04 · last AC: 2015-02-23 · GNU C++ (first AC) · Tags: dp, graphs

[kalimm's solution](#)

1258.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-09-04 · last AC: 2015-02-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[kalimm's solution](#)

1259.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2015-02-16 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers

[kalimm's solution](#)

1260.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[kalimm's solution](#)

1261.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[kalimm's solution](#)

1262.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-01-13 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1263.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-13 · GNU C++ (first AC) · Tags: binary search, data structures, math

[kalimm's solution](#)

1264.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-09 · GNU C++ (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[kalimm's solution](#)

1265.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2015-01-09 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[kalimm's solution](#)

1266.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1267.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: combinatorics, dp

[kalimm's solution](#)

1268.

495D

[Obsessive String](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-12-14 · GNU C++ (first AC) · Tags: binary search, dp, strings

[kalimm's solution](#)

1269.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[kalimm's solution](#)

1270.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-24 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation

[kalimm's solution](#)

1271.

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[kalimm's solution](#)

1272.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[kalimm's solution](#)

1273.

202E

[Fragile Bridges](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: data structures, dp

[kalimm's solution](#)

1274.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1275.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1276.

346B

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

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: dp, strings

[kalimm's solution](#)

1277.

347D

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

Rating: 2000 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: dp, strings

[kalimm's solution](#)

1278.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2014-10-10 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[kalimm's solution](#)

1279.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-10-10 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[kalimm's solution](#)

1280.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2014-10-08 · last AC: 2014-10-08 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[kalimm's solution](#)

1281.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force, geometry

[kalimm's solution](#)

1282.

475D

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454D

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412D

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451D

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214E

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8C

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1299.

381E

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435D

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463E

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458C

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1385.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: games, greedy, implementation

[kalimm's solution](#)

1386.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · last AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[kalimm's solution](#)

1387.

519E

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

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[kalimm's solution](#)

1388.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2015-02-19 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[kalimm's solution](#)

1389.

322E

[Ciel the Commander](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-02-19 · GNU C++ (first AC) · Tags: divide and conquer

[kalimm's solution](#)

1390.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2015-02-19 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[kalimm's solution](#)

1391.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[kalimm's solution](#)

1392.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[kalimm's solution](#)

1393.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[kalimm's solution](#)

1394.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: combinatorics, dp

[kalimm's solution](#)

1395.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · last AC: 2014-11-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[kalimm's solution](#)

1396.

485D

[Maximum Value](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: binary search, sortings

[kalimm's solution](#)

1397.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[kalimm's solution](#)

1398.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: data structures, math, number theory

[kalimm's solution](#)

1399.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-27 · GNU C++ (first AC) · Tags: combinatorics, dp

[kalimm's solution](#)

1400.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2014-08-10 · last AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[kalimm's solution](#)

1401.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[kalimm's solution](#)

1402.

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[kalimm's solution](#)

1403.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2014-07-11 · last AC: 2014-07-12 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[kalimm's solution](#)

1404.

349D

[Apple Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-07-11 · last AC: 2014-07-12 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[kalimm's solution](#)

1405.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-05 · last AC: 2014-06-05 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[kalimm's solution](#)

1406.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-05-21 · last AC: 2014-05-22 · GNU C++ (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math
[kalimm's solution](#)

1407.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[kalimm's solution](#)

1408.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees
[kalimm's solution](#)

1409.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[kalimm's solution](#)

1410.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[kalimm's solution](#)

1411.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[kalimm's solution](#)

1412.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[kalimm's solution](#)

1413.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[kalimm's solution](#)

1414.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[kalimm's solution](#)

1415.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[kalimm's solution](#)

1416.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[kalimm's solution](#)

1417.

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[kalimm's solution](#)

1418.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kalimm's solution](#)

1419.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kalimm's solution](#)

1420.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[kalimm's solution](#)

1421.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[kalimm's solution](#)

1422.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[kalimm's solution](#)

1423.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[kalimm's solution](#)

1424.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[kalimm's solution](#)

1425.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[kalimm's solution](#)

1426.

1158B

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

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[kalimm's solution](#)

1427.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kalimm's solution](#)

1428.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · last AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[kalimm's solution](#)

1429.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[kalimm's solution](#)

1430.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[kalimm's solution](#)

1431.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kalimm's solution](#)

1432.

932D

[Tree](#) · [Tutorial](#)

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

[kalimm's solution](#)

1433.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[kalimm's solution](#)

1434.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · last AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[kalimm's solution](#)

1435.

850C

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

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[kalimm's solution](#)

1436.

852F

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

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[kalimm's solution](#)

1437.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[kalimm's solution](#)

1438.

713B

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

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[kalimm's solution](#)

1439.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[kalimm's solution](#)

1440.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: trees

[kalimm's solution](#)

1441.

387D

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: graph matchings

[kalimm's solution](#)

1442.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[kalimm's solution](#)

1443.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[kalimm's solution](#)

1444.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[kalimm's solution](#)

1445.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[kalimm's solution](#)

1446.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[kalimm's solution](#)

1447.

657B

[Bear and Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: math

[kalimm's solution](#)

1448.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[kalimm's solution](#)

1449.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[kalimm's solution](#)

1450.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[kalimm's solution](#)

1451.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[kalimm's solution](#)

1452.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[kalimm's solution](#)

1453.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures

[kalimm's solution](#)

1454.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-11 · last AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[kalimm's solution](#)

1455.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: games, math

[kalimm's solution](#)

1456.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2015-11-30 · GNU C++ (first AC) · Tags: greedy, hashing, string suffix structures

[kalimm's solution](#)

1457.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2015-10-16 · last AC: 2015-11-24 · GNU C++ (first AC) · Tags: data structures, trees
[kalimm's solution](#)

1458.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2015-10-27 · GNU C++ (first AC) · Tags: data structures
[kalimm's solution](#)

1459.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
[kalimm's solution](#)

1460.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[kalimm's solution](#)

1461.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[kalimm's solution](#)

1462.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · last AC: 2015-08-09 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[kalimm's solution](#)

1463.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · last AC: 2015-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[kalimm's solution](#)

1464.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-07-22 · last AC: 2015-07-22 · GNU C++11 (first AC) · Tags: graphs, greedy
[kalimm's solution](#)

1465.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[kalimm's solution](#)

1466.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2015-07-17 · last AC: 2015-07-17 · GNU C++ (first AC) · Tags: dfs and similar
[kalimm's solution](#)

1467.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2015-07-16 · GNU C++ (first AC) · Tags: dp, strings

[kalimm's solution](#)

1468.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[kalimm's solution](#)

1469.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[kalimm's solution](#)

1470.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[kalimm's solution](#)

1471.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1472.

477C

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

Rating: 2200 · first AC: 2015-06-25 · last AC: 2015-06-25 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1473.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[kalimm's solution](#)

1474.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[kalimm's solution](#)

1475.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[kalimm's solution](#)

1476.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[kalimm's solution](#)

1477.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[kalimm's solution](#)

1478.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees
[kalimm's solution](#)

1479.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
[kalimm's solution](#)

1480.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees
[kalimm's solution](#)

1481.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: binary search, data structures, ternary search
[kalimm's solution](#)

1482.

281E

[Game on Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: math
[kalimm's solution](#)

1483.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees
[kalimm's solution](#)

1484.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-10-11 · last AC: 2015-03-18 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry
[kalimm's solution](#)

1485.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers
[kalimm's solution](#)

1486.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: dp, matrices
[kalimm's solution](#)

1487.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: string suffix structures
[kalimm's solution](#)

1488.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory
[kalimm's solution](#)

1489.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[kalimm's solution](#)

1490.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[kalimm's solution](#)

1491.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dp, implementation

[kalimm's solution](#)

1492.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2015-01-09 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[kalimm's solution](#)

1493.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1494.

403C

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

Rating: 2200 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: graphs, math

[kalimm's solution](#)

1495.

402E

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

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: graphs, math

[kalimm's solution](#)

1496.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2014-11-24 · last AC: 2015-01-01 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[kalimm's solution](#)

1497.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-11 · last AC: 2014-11-12 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, math

[kalimm's solution](#)

1498.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[kalimm's solution](#)

1499.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings

[kalimm's solution](#)

1500.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2014-07-12 · last AC: 2014-07-12 · GNU C++ (first AC) · Tags: binary search, data structures

[kalimm's solution](#)

1501.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-07-10 · last AC: 2014-07-10 · GNU C++ (first AC) · Tags: binary search, data structures

[kalimm's solution](#)

1502.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-07-05 · last AC: 2014-07-05 · GNU C++ (first AC) · Tags: bitmasks, dp, geometry

[kalimm's solution](#)

1503.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2014-06-18 · GNU C++ (first AC) · Tags: greedy, math

[kalimm's solution](#)

1504.

347E

[Number Transformation II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-06-18 · last AC: 2014-06-18 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[kalimm's solution](#)

1505.

345G

[Suffix Subgroup](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2014-01-02 · Ada (first AC) · Tags: *special, strings

[kalimm's solution](#)

1506.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[kalimm's solution](#)

1507.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[kalimm's solution](#)

1508.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[kalimm's solution](#)

1509.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[kalimm's solution](#)

1510.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[kalimm's solution](#)

1511.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[kalimm's solution](#)

1512.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[kalimm's solution](#)

1513.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[kalimm's solution](#)

1514.

2057E1

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

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

[kalimm's solution](#)

1515.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[kalimm's solution](#)

1516.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[kalimm's solution](#)

1517.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[kalimm's solution](#)

1518.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[kalimm's solution](#)

1519.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[kalimm's solution](#)

1520.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[kalimm's solution](#)

1521.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
[kalimm's solution](#)

1522.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[kalimm's solution](#)

1523.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[kalimm's solution](#)

1524.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[kalimm's solution](#)

1525.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[kalimm's solution](#)

1526.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[kalimm's solution](#)

1527.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[kalimm's solution](#)

1528.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
[kalimm's solution](#)

1529.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[kalimm's solution](#)

1530.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[kalimm's solution](#)

1531.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[kalimm's solution](#)

1532.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[kalimm's solution](#)

1533.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[kalimm's solution](#)

1534.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[kalimm's solution](#)

1535.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2015-02-12 · last AC: 2018-08-16 · GNU C++ (first AC) · Tags: dp, math

[kalimm's solution](#)

1536.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[kalimm's solution](#)

1537.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-13 · last AC: 2018-04-11 · GNU C++11 (first AC) · Tags: dp, sortings

[kalimm's solution](#)

1538.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kalimm's solution](#)

1539.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[kalimm's solution](#)

1540.

860D

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2300 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[kalimm's solution](#)

1541.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[kalimm's solution](#)

1542.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[kalimm's solution](#)

1543.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-26 · last AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[kalimm's solution](#)

1544.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[kalimm's solution](#)

1545.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[kalimm's solution](#)

1546.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[kalimm's solution](#)

1547.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: combinatorics, math

[kalimm's solution](#)

1548.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[kalimm's solution](#)

1549.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[kalimm's solution](#)

1550.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[kalimm's solution](#)

1551.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[kalimm's solution](#)

1552.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[kalimm's solution](#)

1553.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: flows, graph matchings

[kalimm's solution](#)

1554.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: games

[kalimm's solution](#)

1555.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: dp, games

[kalimm's solution](#)

1556.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · last AC: 2015-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[kalimm's solution](#)

1557.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2015-11-27 · last AC: 2015-11-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, trees

[kalimm's solution](#)

1558.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: dp, math, probabilities

[kalimm's solution](#)

1559.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: dp, math, probabilities, sortings

[kalimm's solution](#)

1560.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: games

[kalimm's solution](#)

1561.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, two pointers
[kalimm's solution](#)

1562.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-26 · GNU C++ (first AC) · Tags: dp
[kalimm's solution](#)

1563.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++ (first AC) · Tags: brute force, dsu, graphs, implementation
[kalimm's solution](#)

1564.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2015-10-12 · last AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle
[kalimm's solution](#)

1565.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[kalimm's solution](#)

1566.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: dp, greedy, probabilities, sortings, trees
[kalimm's solution](#)

1567.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees
[kalimm's solution](#)

1568.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: combinatorics, dp
[kalimm's solution](#)

1569.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees
[kalimm's solution](#)

1570.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · last AC: 2015-07-17 · GNU C++ (first AC) · Tags: binary search, graphs, greedy
[kalimm's solution](#)

1571.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[kalimm's solution](#)

1572.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++ (first AC) · Tags: data structures, sortings, strings

[kalimm's solution](#)

1573.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[kalimm's solution](#)

1574.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[kalimm's solution](#)

1575.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2015-06-09 · last AC: 2015-06-09 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[kalimm's solution](#)

1576.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[kalimm's solution](#)

1577.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[kalimm's solution](#)

1578.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: dp, trees

[kalimm's solution](#)

1579.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[kalimm's solution](#)

1580.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: data structures, math

[kalimm's solution](#)

1581.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[kalimm's solution](#)

1582.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: dp, trees

[kalimm's solution](#)

1583.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[kalimm's solution](#)

1584.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: string suffix structures, strings

[kalimm's solution](#)

1585.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2015-02-17 · last AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1586.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2015-02-23 · GNU C++ (first AC) · Tags: string suffix structures

[kalimm's solution](#)

1587.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2015-02-20 · last AC: 2015-02-21 · GNU C++ (first AC) · Tags: data structures, math

[kalimm's solution](#)

1588.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: data structures, math

[kalimm's solution](#)

1589.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1590.

426E

[Sereja and Two Sequences](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-01-22 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

1591.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2015-01-22 · GNU C++ (first AC) · Tags: data structures, dp

[kalimm's solution](#)

1592.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2015-01-11 · last AC: 2015-01-11 · GNU C++ (first AC) · Tags: dp, trees

[kalimm's solution](#)

1593.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2015-01-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[kalimm's solution](#)

1594.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: combinatorics, dp
[kalimm's solution](#)

1595.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: binary search, dp
[kalimm's solution](#)

1596.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: dp
[kalimm's solution](#)

1597.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2014-07-26 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, number theory
[kalimm's solution](#)

1598.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: probabilities
[kalimm's solution](#)

1599.

445D

[DZY Loves FFT](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: probabilities
[kalimm's solution](#)

1600.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[kalimm's solution](#)

1601.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[kalimm's solution](#)

1602.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[kalimm's solution](#)

1603.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[kalimm's solution](#)

1604.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[kalimm's solution](#)

1605.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[kalimm's solution](#)

1606.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[kalimm's solution](#)

1607.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[kalimm's solution](#)

1608.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[kalimm's solution](#)

1609.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[kalimm's solution](#)

1610.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[kalimm's solution](#)

1611.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[kalimm's solution](#)

1612.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[kalimm's solution](#)

1613.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[kalimm's solution](#)**1614.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)**1615.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[kalimm's solution](#)**1616.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[kalimm's solution](#)**1617.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[kalimm's solution](#)**1618.**

1174F

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

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[kalimm's solution](#)**1619.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-10 · last AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[kalimm's solution](#)**1620.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[kalimm's solution](#)**1621.**

1074D

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

Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[kalimm's solution](#)**1622.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[kalimm's solution](#)

1623.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[kalimm's solution](#)

1624.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices
[kalimm's solution](#)

1625.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[kalimm's solution](#)

1626.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[kalimm's solution](#)

1627.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[kalimm's solution](#)

1628.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kalimm's solution](#)

1629.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[kalimm's solution](#)

1630.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · last AC: 2016-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[kalimm's solution](#)

1631.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-09 · last AC: 2016-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[kalimm's solution](#)

1632.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[kalimm's solution](#)

1633.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: dp

[kalimm's solution](#)

1634.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 2400 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[kalimm's solution](#)

1635.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[kalimm's solution](#)

1636.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: dp, probabilities

[kalimm's solution](#)

1637.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[kalimm's solution](#)

1638.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-03-18 · last AC: 2016-03-18 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[kalimm's solution](#)

1639.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[kalimm's solution](#)

1640.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[kalimm's solution](#)

1641.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: dp

[kalimm's solution](#)

1642.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[kalimm's solution](#)

1643.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-06 · last AC: 2016-01-07 · GNU C++ (first AC) · Tags: dp, implementation

[kalimm's solution](#)

1644.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[kalimm's solution](#)

1645.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · last AC: 2015-12-29 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[kalimm's solution](#)

1646.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-17 · GNU C++ (first AC) · Tags: geometry
[kalimm's solution](#)

1647.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: data structures, dp
[kalimm's solution](#)

1648.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar
[kalimm's solution](#)

1649.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, math, trees
[kalimm's solution](#)

1650.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: data structures
[kalimm's solution](#)

1651.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: number theory
[kalimm's solution](#)

1652.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: dp, trees, two pointers
[kalimm's solution](#)

1653.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: dp
[kalimm's solution](#)

1654.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2015-07-24 · GNU C++ (first AC) · Tags: constructive algorithms

[kalimm's solution](#)

1655.

418C

[Square Table](#) · [Tutorial](#)

Quality: 2400 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[kalimm's solution](#)

1656.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: dfs and similar

[kalimm's solution](#)

1657.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2015-06-02 · GNU C++ (first AC) · Tags: dp, math, number theory

[kalimm's solution](#)

1658.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2015-06-01 · last AC: 2015-06-01 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[kalimm's solution](#)

1659.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: data structures, two pointers

[kalimm's solution](#)

1660.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1661.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: data structures, sortings

[kalimm's solution](#)

1662.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · last AC: 2015-04-19 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[kalimm's solution](#)

1663.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: data structures, dp

[kalimm's solution](#)

1664.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2015-04-03 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1665.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp
[kalimm's solution](#)

1666.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-22 · GNU C++ (first AC) · Tags: data structures, sortings
[kalimm's solution](#)

1667.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: data structures, sortings
[kalimm's solution](#)

1668.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2015-03-19 · GNU C++ (first AC) · Tags: binary search, data structures, sortings
[kalimm's solution](#)

1669.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[kalimm's solution](#)

1670.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[kalimm's solution](#)

1671.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: data structures
[kalimm's solution](#)

1672.

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[kalimm's solution](#)

1673.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: data structures
[kalimm's solution](#)

1674.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: string suffix structures
[kalimm's solution](#)

1675.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings
[kalimm's solution](#)

1676.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2015-01-06 · GNU C++ (first AC) · Tags: data structures, dp, number theory
[kalimm's solution](#)

1677.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2015-01-06 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees
[kalimm's solution](#)

1678.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2014-11-12 · last AC: 2014-11-12 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[kalimm's solution](#)

1679.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[kalimm's solution](#)

1680.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2014-07-26 · GNU C++ (first AC) · Tags: data structures, math, number theory
[kalimm's solution](#)

1681.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-07-26 · last AC: 2014-07-26 · GNU C++ (first AC) · Tags: data structures, math
[kalimm's solution](#)

1682.

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-07-07 · last AC: 2014-07-09 · GNU C++ (first AC) · Tags: data structures
[kalimm's solution](#)

1683.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: data structures
[kalimm's solution](#)

1684.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[kalimm's solution](#)

1685.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[kalimm's solution](#)

1686.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
[kalimm's solution](#)

1687.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[kalimm's solution](#)

1688.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[kalimm's solution](#)

1689.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[kalimm's solution](#)

1690.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[kalimm's solution](#)

1691.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[kalimm's solution](#)

1692.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[kalimm's solution](#)

1693.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[kalimm's solution](#)

1694.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[kalimm's solution](#)

1695.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[kalimm's solution](#)

1696.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[kalimm's solution](#)

1697.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · last AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[kalimm's solution](#)

1698.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[kalimm's solution](#)

1699.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · last AC: 2020-06-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[kalimm's solution](#)

1700.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: math, number theory, probabilities
[kalimm's solution](#)

1701.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
[kalimm's solution](#)

1702.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[kalimm's solution](#)

1703.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[kalimm's solution](#)

1704.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[kalimm's solution](#)

1705.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · last AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[kalimm's solution](#)

1706.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[kalimm's solution](#)

1707.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math
[kalimm's solution](#)

1708.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[kalimm's solution](#)

1709.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-30 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[kalimm's solution](#)

1710.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[kalimm's solution](#)

1711.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[kalimm's solution](#)

1712.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[kalimm's solution](#)

1713.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[kalimm's solution](#)

1714.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[kalimm's solution](#)

1715.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[kalimm's solution](#)

1716.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, two pointers
[kalimm's solution](#)

1717.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kalimm's solution](#)

1718.

737D

[Financiers Game](#) · [Tutorial](#)

Quality: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[kalimm's solution](#)

1719.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[kalimm's solution](#)

1720.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · last AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[kalimm's solution](#)

1721.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-13 · last AC: 2016-06-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[kalimm's solution](#)

1722.

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2016-06-11 · last AC: 2016-06-11 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[kalimm's solution](#)

1723.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[kalimm's solution](#)

1724.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[kalimm's solution](#)

1725.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: data structures, geometry

[kalimm's solution](#)

1726.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2016-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[kalimm's solution](#)

1727.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: hashing, strings

[kalimm's solution](#)

1728.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: binary search, implementation
[kalimm's solution](#)

1729.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: data structures, strings
[kalimm's solution](#)

1730.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: data structures, dfs and similar
[kalimm's solution](#)

1731.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings
[kalimm's solution](#)

1732.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: data structures, number theory
[kalimm's solution](#)

1733.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2015-10-28 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers
[kalimm's solution](#)

1734.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: dp, dsu, graphs
[kalimm's solution](#)

1735.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —
[kalimm's solution](#)

1736.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-23 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[kalimm's solution](#)

1737.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2015-08-08 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation, math
[kalimm's solution](#)

1738.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: data structures
[kalimm's solution](#)

1739.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2015-08-04 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[kalimm's solution](#)

1740.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: geometry

[kalimm's solution](#)

1741.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2015-07-16 · GNU C++ (first AC) · Tags: dp, matrices

[kalimm's solution](#)

1742.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2015-07-08 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[kalimm's solution](#)

1743.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[kalimm's solution](#)

1744.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: binary search, implementation, math

[kalimm's solution](#)

1745.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[kalimm's solution](#)

1746.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, data structures, graphs, shortest paths

[kalimm's solution](#)

1747.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2015-05-31 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[kalimm's solution](#)

1748.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: bitmasks, dp

[kalimm's solution](#)

1749.

361E

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

Rating: 2500 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

1750.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: combinatorics, dp

[kalimm's solution](#)

1751.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1752.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2015-04-03 · last AC: 2015-04-03 · GNU C++ (first AC) · Tags: binary search, data structures, dsu

[kalimm's solution](#)

1753.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: hashing, strings

[kalimm's solution](#)

1754.

443E

[Artem and Array](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

1755.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: data structures, greedy

[kalimm's solution](#)

1756.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1757.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2015-02-23 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures

[kalimm's solution](#)

1758.

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-01-13 · GNU C++ (first AC) · Tags: binary search, combinatorics, implementation

[kalimm's solution](#)

1759.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-13 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

1760.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: data structures, math

[kalimm's solution](#)

1761.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[kalimm's solution](#)

1762.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[kalimm's solution](#)

1763.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[kalimm's solution](#)

1764.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kalimm's solution](#)

1765.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[kalimm's solution](#)

1766.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[kalimm's solution](#)

1767.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[kalimm's solution](#)

1768.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kalimm's solution](#)

1769.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[kalimm's solution](#)

1770.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary

search

[kalimm's solution](#)

1771.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[kalimm's solution](#)

1772.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[kalimm's solution](#)

1773.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[kalimm's solution](#)

1774.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[kalimm's solution](#)

1775.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · last AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[kalimm's solution](#)

1776.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[kalimm's solution](#)

1777.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[kalimm's solution](#)

1778.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[kalimm's solution](#)

1779.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2016-07-26 · last AC: 2016-07-26 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[kalimm's solution](#)

1780.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[kalimm's solution](#)

1781.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[kalimm's solution](#)

1782.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[kalimm's solution](#)

1783.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · last AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp
[kalimm's solution](#)

1784.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[kalimm's solution](#)

1785.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[kalimm's solution](#)

1786.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[kalimm's solution](#)

1787.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy
[kalimm's solution](#)

1788.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[kalimm's solution](#)

1789.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: data structures, trees
[kalimm's solution](#)

1790.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths
[kalimm's solution](#)

1791.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2015-11-23 · GNU C++ (first AC) · Tags: bitmasks, dp, trees
[kalimm's solution](#)

1792.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[kalimm's solution](#)

1793.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: dp, probabilities

[kalimm's solution](#)

1794.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kalimm's solution](#)

1795.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-08-28 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1796.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-27 · GNU C++ (first AC) · Tags: 2-sat, greedy

[kalimm's solution](#)

1797.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2015-08-20 · GNU C++ (first AC) · Tags: dp, graphs

[kalimm's solution](#)

1798.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[kalimm's solution](#)

1799.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2015-07-05 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[kalimm's solution](#)

1800.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2015-07-03 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1801.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[kalimm's solution](#)

1802.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1803.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: data structures

[kalimm's solution](#)

1804.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[kalimm's solution](#)

1805.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: dp, strings

[kalimm's solution](#)

1806.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2015-04-03 · GNU C++ (first AC) · Tags: data structures, sortings

[kalimm's solution](#)

1807.

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2015-03-28 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, geometry, implementation

[kalimm's solution](#)

1808.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2015-03-25 · GNU C++ (first AC) · Tags: data structures, sortings

[kalimm's solution](#)

1809.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: data structures, trees

[kalimm's solution](#)

1810.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: data structures, greedy

[kalimm's solution](#)

1811.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2015-03-16 · last AC: 2015-03-16 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[kalimm's solution](#)

1812.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2015-03-11 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[kalimm's solution](#)

1813.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1814.

485E

[Strange Sorting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

1815.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: implementation, math

[kalimm's solution](#)

1816.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[kalimm's solution](#)

1817.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kalimm's solution](#)

1818.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[kalimm's solution](#)

1819.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[kalimm's solution](#)

1820.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[kalimm's solution](#)

1821.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[kalimm's solution](#)

1822.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[kalimm's solution](#)

1823.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · last AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[kalimm's solution](#)

1824.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2018-04-04 · last AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[kalimm's solution](#)

1825.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[kalimm's solution](#)

1826.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[kalimm's solution](#)

1827.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[kalimm's solution](#)

1828.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-15 · last AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[kalimm's solution](#)

1829.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[kalimm's solution](#)

1830.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[kalimm's solution](#)

1831.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[kalimm's solution](#)

1832.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[kalimm's solution](#)

1833.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[kalimm's solution](#)

1834.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[kalimm's solution](#)

1835.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[kalimm's solution](#)

1836.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, math

[kalimm's solution](#)

1837.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-12 · last AC: 2016-01-12 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[kalimm's solution](#)

1838.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: combinatorics, dp, trees

[kalimm's solution](#)

1839.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-10-20 · last AC: 2015-10-20 · GNU C++ (first AC) · Tags: dp, greedy

[kalimm's solution](#)

1840.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: dp, matrices

[kalimm's solution](#)

1841.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-08-28 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1842.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: dp, strings

[kalimm's solution](#)

1843.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2015-07-19 · last AC: 2015-07-19 · GNU C++ (first AC) · Tags: combinatorics, dp

[kalimm's solution](#)

1844.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: dp, matrices

[kalimm's solution](#)

1845.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-06-08 · GNU C++ (first AC) · Tags: divide and conquer, dp

[kalimm's solution](#)

1846.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1847.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: data structures, geometry

[kalimm's solution](#)

1848.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: data structures, dsu

[kalimm's solution](#)

1849.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1850.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: data structures, hashing, strings

[kalimm's solution](#)

1851.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: dp, hashing

[kalimm's solution](#)

1852.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2015-04-01 · last AC: 2015-04-01 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1853.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[kalimm's solution](#)

1854.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: dfs and similar

[kalimm's solution](#)

1855.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[kalimm's solution](#)

1856.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[kalimm's solution](#)

1857.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing
[kalimm's solution](#)

1858.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[kalimm's solution](#)

1859.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2015-02-19 · GNU C++ (first AC) · Tags: binary search, dsu, trees
[kalimm's solution](#)

1860.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2015-01-04 · last AC: 2015-01-04 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees
[kalimm's solution](#)

1861.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[kalimm's solution](#)

1862.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
[kalimm's solution](#)

1863.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[kalimm's solution](#)

1864.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[kalimm's solution](#)

1865.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-01 · last AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp
[kalimm's solution](#)

1866.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math
[kalimm's solution](#)

1867.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2015-08-19 · last AC: 2018-08-03 · GNU C++ (first AC) · Tags: bitmasks, data structures, fft
[kalimm's solution](#)

1868.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[kalimm's solution](#)

1869.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-16 · last AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[kalimm's solution](#)

1870.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2018-04-10 · last AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, geometry, trees
[kalimm's solution](#)

1871.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[kalimm's solution](#)

1872.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[kalimm's solution](#)

1873.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-07 · last AC: 2016-07-24 · GNU C++ (first AC) · Tags: data structures, divide and conquer
[kalimm's solution](#)

1874.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-23 · last AC: 2016-06-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs
[kalimm's solution](#)

1875.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: data structures, number theory
[kalimm's solution](#)

1876.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: dp, implementation, math
[kalimm's solution](#)

1877.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[kalimm's solution](#)

1878.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[kalimm's solution](#)

1879.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation

[kalimm's solution](#)

1880.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-26 · last AC: 2016-02-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[kalimm's solution](#)

1881.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-01-21 · last AC: 2016-01-21 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[kalimm's solution](#)

1882.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[kalimm's solution](#)

1883.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: bitmasks, dp

[kalimm's solution](#)

1884.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: dp, geometry

[kalimm's solution](#)

1885.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[kalimm's solution](#)

1886.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: data structures, dp

[kalimm's solution](#)

1887.

301E

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

Quality: 406 global accepts · Rating: 2800 · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1888.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, geometry, math

[kalimm's solution](#)

1889.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2015-08-08 · GNU C++ (first AC) · Tags: dp

[kalimm's solution](#)

1890.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[kalimm's solution](#)

1891.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-30 · last AC: 2015-07-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[kalimm's solution](#)

1892.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2015-06-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[kalimm's solution](#)

1893.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings, trees

[kalimm's solution](#)

1894.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[kalimm's solution](#)

1895.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: constructive algorithms, fft, math

[kalimm's solution](#)

1896.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[kalimm's solution](#)

1897.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-03-20 · last AC: 2015-03-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[kalimm's solution](#)

1898.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: greedy

[kalimm's solution](#)

1899.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[kalimm's solution](#)

1900.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[kalimm's solution](#)

1901.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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1902.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

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1903.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[kalimm's solution](#)

1904.

1053D

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Rating: 2900 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[kalimm's solution](#)

1905.

1028H

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Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · last AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

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1906.

1028F

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Quality: 581 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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1907.

725F

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Quality: 724 global accepts · Rating: 2900 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[kalimm's solution](#)

1908.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[kalimm's solution](#)

1909.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[kalimm's solution](#)

1910.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[kalimm's solution](#)

1911.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: binary search, dp

[kalimm's solution](#)

1912.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: geometry, two pointers

[kalimm's solution](#)

1913.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1914.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1915.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2015-10-12 · last AC: 2015-10-12 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[kalimm's solution](#)

1916.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2015-08-19 · GNU C++ (first AC) · Tags: data structures, implementation, trees

[kalimm's solution](#)

1917.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: dp, games

[kalimm's solution](#)

1918.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: brute force, math, probabilities

[kalimm's solution](#)

1919.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2015-06-22 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)**1920.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2015-04-03 · GNU C++ (first AC) · Tags: strings

[kalimm's solution](#)**1921.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)**1922.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: binary search, greedy

[kalimm's solution](#)**1923.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: binary search, greedy

[kalimm's solution](#)**1924.**

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[kalimm's solution](#)**1925.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: binary search, data structures, string suffix structures

[kalimm's solution](#)**1926.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[kalimm's solution](#)**1927.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[kalimm's solution](#)**1928.**

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[kalimm's solution](#)**1929.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[kalimm's solution](#)

1930.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[kalimm's solution](#)

1931.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[kalimm's solution](#)

1932.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, dp

[kalimm's solution](#)

1933.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[kalimm's solution](#)

1934.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: two pointers

[kalimm's solution](#)

1935.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[kalimm's solution](#)

1936.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-10-19 · GNU C++ (first AC) · Tags: dp, sortings

[kalimm's solution](#)

1937.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2015-10-19 · last AC: 2015-10-19 · GNU C++ (first AC) · Tags: data structures, strings

[kalimm's solution](#)

1938.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2015-08-18 · GNU C++ (first AC) · Tags: binary search, divide and conquer, sortings, trees

[kalimm's solution](#)

1939.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[kalimm's solution](#)

1940.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: divide and conquer, two pointers
[kalimm's solution](#)

1941.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[kalimm's solution](#)

1942.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: data structures, divide and conquer
[kalimm's solution](#)

1943.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, dp
[kalimm's solution](#)

1944.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2015-03-25 · GNU C++ (first AC) · Tags: data structures, graphs, shortest paths
[kalimm's solution](#)

1945.

436F

[Banners](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3000 · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: brute force, data structures, dp
[kalimm's solution](#)

1946.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, trees
[kalimm's solution](#)

1947.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, dp
[kalimm's solution](#)

1948.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[kalimm's solution](#)

1949.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-29 · last AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[kalimm's solution](#)

1950.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-07-23 · last AC: 2016-07-26 · GNU C++11 (first AC) · Tags: data structures, greedy

[kalimm's solution](#)

1951.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[kalimm's solution](#)

1952.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: data structures

[kalimm's solution](#)

1953.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[kalimm's solution](#)

1954.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[kalimm's solution](#)

1955.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[kalimm's solution](#)

1956.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2016-04-05 · last AC: 2016-04-05 · GNU C++11 (first AC) · Tags: dp

[kalimm's solution](#)

1957.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2016-04-05 · last AC: 2016-04-05 · GNU C++11 (first AC) · Tags: graph matchings

[kalimm's solution](#)

1958.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures

[kalimm's solution](#)

1959.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[kalimm's solution](#)

1960.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[kalimm's solution](#)

1961.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2015-08-25 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees

[kalimm's solution](#)

1962.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1963.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2015-06-03 · last AC: 2015-06-03 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

1964.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[kalimm's solution](#)

1965.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[kalimm's solution](#)

1966.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[kalimm's solution](#)

1967.

482E

[ELCA](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 3200 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, trees

[kalimm's solution](#)

1968.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2015-07-09 · last AC: 2016-04-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[kalimm's solution](#)

1969.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[kalimm's solution](#)

1970.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[kalimm's solution](#)

1971.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2018-05-31 · last AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[kalimm's solution](#)

1972.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[kalimm's solution](#)

1973.

657E

[Bear and Chemistry](#) · [Tutorial](#)

Rating: 3300 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: graphs, trees
[kalimm's solution](#)

1974.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2015-10-14 · last AC: 2015-10-14 · GNU C++ (first AC) · Tags: greedy, trees
[kalimm's solution](#)

1975.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2015-10-10 · last AC: 2015-10-10 · GNU C++ (first AC) · Tags: binary search, data structures
[kalimm's solution](#)

1976.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[kalimm's solution](#)

1977.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: — · first AC: 2026-05-06 · last AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees
[kalimm's solution](#)

1978.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, sortings, two pointers
[kalimm's solution](#)

1979.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[kalimm's solution](#)

1980.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[kalimm's solution](#)

1981.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[kalimm's solution](#)

1982.

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[kalimm's solution](#)

1983.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[kalimm's solution](#)

1984.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kalimm's solution](#)

1985.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[kalimm's solution](#)

1986.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[kalimm's solution](#)

1987.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[kalimm's solution](#)

1988.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[kalimm's solution](#)

1989.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[kalimm's solution](#)

1990.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[kalimm's solution](#)

1991.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[kalimm's solution](#)

1992.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[kalimm's solution](#)

1993.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation
[kalimm's solution](#)

1994.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
[kalimm's solution](#)

1995.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory
[kalimm's solution](#)

1996.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures
[kalimm's solution](#)

1997.

105071I

[Oh It's XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kalimm's solution](#)

1998.

105071H

[Find the Bug Week 15](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kalimm's solution](#)

1999.

105071J

[Gacha Rolling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: —
[kalimm's solution](#)

2000.

105071K

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Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kalimm's solution](#)

2001.

105071E

[Something's Fishy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kalimm's solution](#)

2002.

105071F

[Those Who Know](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kalimm's solution](#)

2003.

105071C

[Passcode](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kalimm's solution](#)

2004.

105071B

[Working Out](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kalimm's solution](#)

2005.

105071A

[Are you a Robot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[kalimm's solution](#)

2006.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[kalimm's solution](#)

2007.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[kalimm's solution](#)

2008.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[kalimm's solution](#)

2009.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[kalimm's solution](#)

2010.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[kalimm's solution](#)

2011.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[kalimm's solution](#)

2012.

1170H

[Longest Saw](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[kalimm's solution](#)

2013.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[kalimm's solution](#)

2014.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[kalimm's solution](#)

2015.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[kalimm's solution](#)

2016.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[kalimm's solution](#)

2017.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[kalimm's solution](#)

2018.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[kalimm's solution](#)

2019.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[kalimm's solution](#)

2020.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[kalimm's solution](#)

2021.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[kalimm's solution](#)

2022.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · last AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[kalimm's solution](#)

2023.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[kalimm's solution](#)

2024.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[kalimm's solution](#)

2025.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[kalimm's solution](#)

2026.

101397E

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-15 · last AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kalimm's solution](#)

2027.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-15 · last AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[kalimm's solution](#)

2028.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[kalimm's solution](#)

2029.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: —

[kalimm's solution](#)

2030.

100589A

[Queries on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: —

[kalimm's solution](#)

2031.

391E2

[Three Trees](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2016-04-14 · GNU C++11 (first AC) · Tags: —

[kalimm's solution](#)

2032.

391C3

[The Tournament](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2016-04-14 · GNU C++11 (first AC) · Tags: —

[kalimm's solution](#)

2033.

100889K

[Kill Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: —

[kalimm's solution](#)

2034.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2035.

100738E

[Pretty Buses](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2036.

100738I

[Lazy mobile users](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2037.

100739D

[Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2038.

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2039.

100739K

[Easy vector](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2040.

100735B

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

Rating: — · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2041.

100147H

[K-th path](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-01 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2042.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2043.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

2044.

100147D

[Weighting stones](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-27 · last AC: 2015-03-27 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2045.

100147B

[Hyper-minimum](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2046.

100147A

[Star triangles](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2047.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2048.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2049.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · last AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2050.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2051.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2052.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2053.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-24 · last AC: 2015-03-24 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2054.

393E

[Yet Another Number Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2055.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: combinatorics, math, matrices

[kalimm's solution](#)

2056.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: combinatorics, math

[kalimm's solution](#)

2057.

397E

[On Changing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[kalimm's solution](#)

2058.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[kalimm's solution](#)

2059.

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2060.

100514M

[oPlus](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2061.

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2062.

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2063.

100514Q

[Peace of bzd](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2064.

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2065.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2066.

100448A

[Learning to Add](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2067.

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: —

[kalimm's solution](#)

2068.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: constructive algorithms

[kalimm's solution](#)

2069.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: data structures

[kalimm's solution](#)

2070.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[kalimm's solution](#)

2071.

399C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: number theory

[kalimm's solution](#)